



VERSION 1.0
COLLIN TERRELL



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ACKNOWLEDGEMENTS:

After writing *Sector Zero*, which was my homage to all things *Star Trek*, I felt compelled to explore the other side of popular sci-fi: the Space Opera. The idea here is to have something more fast-paced and pulpy, something with a bit more swashbuckling than science. Consider this my homage to *Star Wars*.

THE ELEVATOR PITCH:

This is Savage Space Opera in the mold of *Flash Gordon*, *Star Wars*, *Leather Goddesses of Phobos* and *Blake's 7*.

HISTORY:

If you can read this you are an alien
This is not a haiku I swear
Don't think you can stop
This stuff from blowing your mind

**There's a whole bunch of guys in Outer Space
Who you should shoot with lasers
It's not cool to retroactively change your masterwork
It only encourages people to rebel against you**

**Two EMPIRES vie for control of the Galaxy
It is left to the members of the REBELLION
To try and restore some sense of justice
But you already saw the movie etc., etc., have fun!**

**So anyway, it's time to buckle up, kids!
On my mark: EXPLOSIONS!**

RACES:

Even though there are hundreds of alien races in this campaign setting the only ones that are currently playable are those races that live within the Solar Protectorate. By hey, that's what supplements are for right?

Human:

Humans behave just as they do in the core *Savage Worlds* rules. They gain one free *Edge* at creation.

Felixian:

Felixians are feline humanoids from the planet Ral Sharra. Every member of the Felixian species is female. They are covered with fine or long fur, have retractable claws, night vision and are extremely agile. Felixians are strikingly marked and come in a range of colors. Because they can inter-breed with virtually any sort of humanoid, the pelts of their offspring often exhibit bizarre pigmentations and ticking patterns that recall their multi-racial parentage.

Felixians gain a one-step die increase to *Agility* at creation (up to a maximum of d12+1) and have the *Night Vision* ability. Though Felixians have retractable claws these are mostly vestigial now; they still grant a +1 bonus to barehanded damage and impart a +1 bonus to *Climb* checks.

Because of their cat-like dispositions, Felixians tend to be lazy and decadent unless aroused. They suffer from the *Sleep Habit* Major Hindrance. Felixian characters also suffer from the *All Thumbs* hindrance. Their claws tend to get in the way when attempting tasks that require fine dexterity.

All Felixian characters must be female.

Droid:

Droids are intelligent machines built to serve a particular function. Though they are synthetic beings they are sufficiently intelligent to operate with a modicum of free-will (within the constraints of their programming, of course).

A droid's function dictates what sort of load-out they come equipped with. Some examples of common droid models include:

- *Combat*: A droid with a combat load-out has armor plating, shields and a blaster fixed to one of its arms.
- *Protocol*: Protocol droids are multi-lingual, diplomacy experts. They always come equipped with a Universal Translator and often back this up with a few social skills, such as *Diplomatic Immunity* or *Connections*.
- *Maintenance*: Maintenance droids come with a veritable tool belt of special attachments and manipulator arms to handle a range of *Repair* and *Computer* related tasks. They are the ever-present custodians that keep life in the future running smoothly. This ubiquity makes them easy to overlook, often giving a maintenance droid access to things that any other being would need high-level clearance for.
- *Medical*: These droids have a library of medical knowledge loaded into their positronic brains and an array of tools at their disposal to complete any medical task with a seasoned doctor's efficiency.
- *Construction*: Construction droids are built for strength and durability. They have industrial attachments that help them move heavy loads, dig holes and cut steel. These hulks can be very tough to bring down.
- *Astrogation*: Astrogation droids are used as auto-pilots in spaceships. In addition to being able to calculate warp trajectories on the fly, their super-human hand-eye coordination make them great combat pilots.
- *Scout*: Scout droids are built for speed and stealth. Their mission is to observe targets from a discreet distance, gather whatever intelligence they can, and then report back to their handlers. What they lack in toughness they make up in speed.

Droids select 2 free *Droid Edges* when they are created.

All Droids must take the *Orders* Major Hindrance. These orders reflect the operating protocols that the droid cannot ignore. Examples include:

- *DEFEND ALL SOFT-BODIES*: do not by action or inaction allow harm to come to any humanoids in your party. You will throw yourself bodily in front of laser blasts aimed at your organic masters.
- *OBEY ALL COMMANDS*: when someone in your party asks you to do something, you obey unconditionally, even if they give you contradictory orders.
- *AWAIT ORDERS*: you won't do anything helpful unless specifically asked to.
- *LOST PUPPY*: you follow whoever pays the most attention to you (even if it's an enemy) and do everything that your "master" commands.
- *MISSION ORIENTED*: once you have a task programmed in (such as a quest given to you by an employer) you will do nothing else until the task is completed or rendered invalid by extenuating circumstances
- *SECRET ORDERS*: your maker programmed a secret mission deep in your sub-matrix. Consult the table below to determine the nature of this task. You may ordinarily act with freewill but if the opportunity arises to advance your secret objective you must do so. You cannot speak of your Secret Orders with anyone.

Card	1 st Draw	2 nd Draw
2	Destroy or Kill	Martians
3	Defend or Protect	Felixians
4	Locate & ID tag	Other Droids
5	Give "Secret Plans" to	Gensei Clerics
6	Seek instructions from	Rebels
7	Perform 3 wishes for	Imperial Officers
8	Collect intelligence on	Pirates or Smugglers
9	Groom & maintain	Droid Mechanics
10	Deliver regular reports to	Starship Captains
J	Entertain & amuse	Injured Humanoids
Q	Transport cargo for	Rich & Powerful people
K	Fix & Repair things for	Beggars & Poor people
A	Give helpful advice to	Tharn Slavers
Joker	Insult, berate and irritate	Strange, old hermits

Droids are *Constructs* and therefore gain the following bonuses: +2 to recover from *Shaken*, Immune to Poison and Disease, and ½ damage from piercing weapons.

A droid cannot be healed by conventional means, it must be *Repaired*.

Droids may not take the following Edges:

Acrobat, Arcane Background, Arcane Resistance, Attractive, Beast Bond, Beast Master, Champion, Charismatic, Combat Stance, Command, Common Bond, Fast Healer, Fervor, Followers, Hold the Line, Holy Warrior, Inspire, Natural Leader, Noble, Rich, Sidekick, Soul Drain, Strong Willed, Wizard

Martian:

When Terran Scientists first began to explore the planet Mars they discovered a vast underground city that had been built by Ancient Martians. Deep within these deserted ruins they uncovered huge cryo-chambers containing tall, green, lanky Martians in cryo-sleep. After much deliberation (and a lot of freaking out from the Military), the Scientists decided to thaw one of the beings out and see what they could learn. What they discovered changed the course of human history. The Martians who were revived proved not only to be grateful to their Terran rescuers, but more than happy to share their advanced technology with the younger race. This propelled Terran technology decades into the future.

Those Martians that survived the cryo-sleep process described a vicious civil war that tore their civilization apart. They claimed to have once ruled an Empire that dwarfed both the Xar Empire and the Solar Protectorate put together. Evidence of this is supplied by the ruins of Martian settlements that can be found scattered all over this corner of the galaxy.

Having no wish to return to those barbarous days, the Martians have become happily integrated citizens of the Solar Protectorate and are accorded special rights over their home world.

Martians are highly intelligent, gaining a one-step die increase to their *Smarts* at creation. They also gain the *Longevity Treatments* Edge for free.

All Martians are addicted to a crystalline substance known as *Chromatics*. These otherwise harmless crystals have a powerful narcotic and hallucinogenic effect on any Martian that crushes and inhales them. As a result, Martian characters must take the *Major Habit* hindrance.

CHARACTER CONCEPTS:

All characters begin play with a new secondary statistic called *Dodge*. Unless otherwise noted, this statistic has a default value of 4. See the GAMEPLAY section for more details about *Dodge*.

Here are some suggestions for the types of characters you can play:

The Ace: Your superlative piloting skills have earned you a reputation as a hot shot. Whether it's flying for the Imperial Navy, a Smuggler's Frigate or a Rebel Blockade Runner there is no one at the stick better than you.

Recommended Edges: *Ace, Luck, Steady Hands*

Starting Kit: A Flight Suit, a Sidearm, Tactical Goggles

The Bounty Hunter: Your business is hunting people down; you don't care who it is so long as it pays. More often than not your target isn't willing to come quietly, but you consider yourself to be pretty persuasive with a Blaster Carbine in your hands. Besides, the contract still earns out whether you bring your target back in a box or not.

Recommended Edges: *Woodsman, Assassin, Quick Draw*

Starting Kit: Blaster Carbine, Jet Pack, a Scout Probe

The Catgirl Sex Goddess:

Mee-YOW! You are ALL THAT and A HALF, Sister! There isn't an 'Oid with a pulse that could possibly resist your intoxicating charms. And that pretty much means the universe is yours for the taking.

Recommended Edges: *Attractive, Charisma*

Starting Kit: A Revealing Costume, a Stash of Nylar Powder, a Concealed Electroknife

The Farmboy of Destiny:

You come from some distant backwater world where nothing important ever seems to happen. Where you're from, folks get by on honest hard work (or as slaves, but whatever). You always dreamed of having adventures in faraway places but lacked the money, connections or skills to make that dream come true. Lucky for you, this mysterious stranger came walking on to your farm one day...

Recommended Edges: *Luck, Brawny, Brave*

Starting Kit: Sensible Garments, an Heirloom Blaster, a Rebellion Recruiting Pamphlet

The Gangster: You're a trusted lieutenant in one of the countless cartels that operate in the shadows of Protectorate space. While you don't mind getting your suit dirty if the situation calls for it, you'd rather flex your influence and let the flunkies take out the trash. In your experience you've found that a well-placed word (or piece of incriminating evidence) can be just as effective as a blaster in the back.

Recommended Edges: *Connections (Underworld), Made Man, Datajacker*

Starting Kit: A Tailored Suit, a Concealed Blaster, Recreational Chemicals

The Gensei Initiate: You live your life in strict accordance with the Gensei Code. It is your duty to uphold the laws of the Protectorate, to defend the lives of the innocent and to obey the teachings of your Sensei. With enough patience and discipline, you may one day join the clerical ranks and take service in the Grand Temple on Earth.

Recommended Edges: *Arcane Background: Gensei Initiate, Martial Artist, Fighting Style (Novice Rank)*

Starting Kit: Laser Rapier, Initiate's Robes, a Holo-Recording of *The Gensei's First Primer*

The Imperial Operative: You've always preferred being on the winning side of things. The Rebels are idiots if they think they can take down the Protectorate or the Xar Empire -- let alone both of them!

Things will just be better all-around when people realize that the best course of action is to stop resisting and accept the way of things. If you can help bring that about, you're happy to contribute.

Recommended Edges: Connections (Imperial), Datajacker, Assassin

Starting Kit: Matte-black Bodysuit, an Electroknife, Night Vision Goggles

The Killdroid: "Scanning... Target acquired. Initializing weapon systems... Rules of engagement permit the use of lethal force. Commence firing solution Alpha."

Recommended Edges: Blaster Mount, Heavy Armor Plating, Shield Generator

The Medical Droid: "Good afternoon, Patient 2378. Please have a seat and state the nature of your malfunction. I see... Allow me to scan you for structural failures, you may feel a pinch... Can you please describe your pain on a scale of 1 to 10 and show me on this doll where it hurts?"

Recommended Edges: Surgical Tool, Chemist, Extra Limbs

The Protocol Droid: "Oh dearie-me, this is quite the diplomatic pickle we've landed ourselves in, Master! Though I am skilled in over 70 ba-jillion forms of communication I am unable to speak to the dead. I would suggest exiting this place with all dispatch."

Recommended Edges: Universal Translator, Diplomatic Immunity, Scout Chassis

The Rebel: For whatever reason you can no longer tolerate living under the yoke of Imperial rule. You have signed on with one of the clandestine Rebel cells on your home world. Your ultimate goal is to bring both Empires down in a fiery heap so that representative rule can be reinstated.

Recommended Edges: Connections (Rebellion), Command, Command Presence

Starting Kit: An Encrypted Data Crystal, a Thermal Grenade, an Imperial Disguise

The Renegade Noble: Perhaps at one time you sympathized with the Protectorate's "Earth First" policies, but you have grown increasingly disillusioned by the steady erosion of Parliamentary authority in the name of "Emergency Powers" and "Homeworld Security". You have chosen to use your wealth and influence to subversively oppose tyranny in all of its forms.

Recommended Edges: Noble, Connections (Rebellion), Diplomatic Immunity

Starting Kit: A Shimmering Cape, Shiny Boots, a Manservant

The Ronin: You have turned your back on the Gensei Order. You can no longer stomach their tolerance of the dishonorable Protectorate regime. Or you're just a bastard. Either way, you're on your own now.

Recommended Edges: Arcane Background: Gensei Initiate, Too Cool For School, Martial Artist

Starting Kit: Laser Katana, a Punk Hairdo, a Stylishly Roguish Costume

The Utility Droid: "Gonk... Gonk... Gonk... Excuse me, please. Gonk... Please be advised that this terminal will be offline while it undergoes scheduled maintenance. Thank you for your patience and have a nice day! Gonk... Gonk..."

Recommended Edges: Multi-Tool, Welder, MacGyver

The Slingnaut: You are an explorer in the truest and maddest sense of the word. You get your kicks by hurtling off into uncharted space with no particular destination in mind. Who knows, your next discovery might be the one that makes you famous!

Recommended Edges: Deep Space Explorer, Longevity Treatments, Luck

Starting Kit: A Flight Suit, a Good Luck Charm, Jet Pack

The Space Pirate: You ply your illegal trade on the open space lanes, stealing cargoes from any ship that strays too close. Both Empires want you dead, but that doesn't exactly make you a friend of the Rebellion either because you'd just as soon steal from them as anyone else.

Recommended Edges: Thief, Deep Space Explorer, Connections (Underworld)

Starting Kit: An Electroblade, a Blaster, a Colorful Sash

The Smuggler: You don't play for any particular side except your own. You thrive on the edges of Imperial authority, brokering shady deals for quick cash. So long as the color of the money is right, you'll take on just about any kind of odds.

Recommended Edges: *MacGyver*, *Cosmic Gambler*, *Dodge*

Starting Kit: Your Trusty Blaster, a Pocketful of Orquin Ducats, a Confident Smirk

The Stormtrooper: You always wanted to be able to put "Jack-Booted Thug" on your business card. Well guess what: you're a Jack-Booted Thug!

Recommended Edges: *Connections (Imperial)*, *Brawny*, *Nerves of Steel*

Starting Kit: Blaster Carbine, Battle Armor, a Thermal Grenade

Why not just play a Gensei -- aren't they way tougher than everything else?

Yes and no. While it is true that a Gensei has access to mystical powers and can be a holy terror with a laser sword in their hands there are a few things to keep in mind when playing a Gensei character. The Code that they are forced to live by is very strict and intolerant. They are unable to wear any armor or carry any blaster weapons. A soldier can kit themselves out in any gear they please, some of which is powerful enough to level the playing field against a Gensei Warrior. More stealth-oriented characters, such as a Smuggler, can gain access to special *Background Edges* that a Gensei character cannot afford. Just remember that you can make any character build work if you play to its particular strengths.

EDGES, SKILLS AND HINDRANCES:

BACKGROUND EDGES:

These Edges can only be taken during character creation.

Arcane Background: Gensei Initiate

The Gensei art of combat has its roots in the ancient martial traditions of Japan on Old Earth. What began as an amalgam of kendo, karate and the Samurai code of Bushido evolved over the centuries into a new approach to battle that married military discipline with cutting edge technology. The first Gensei discovered ways to unlock latent psychic abilities in sentient beings and have honed these talents to the point where a skilled Gensei warrior can perform seemingly magical feats.

Characters with this Arcane Background can use their *Parry* score to resist ranged attacks when they are armed with an energy blade. Gensei Initiates gain 10 Power Points which can be used to "boost" trait checks and skill rolls (on a one point per +1 basis). This can be done as a free action. No skill rolls are required to activate Gensei powers.

All members of the Gensei Order adhere to some fairly strict prohibitions:

- Never use ranged weapons
- Never wear armor or use energy shields
- Never start a fight, but defend yourself if attacked
- Only kill if no other alternative presents itself
- Obey and uphold local laws and customs
- Do not allow harm to come to a fellow Gensei either through action or inaction

A Gensei who is observed breaking one of these tenets may be branded *Ronin* by the Clerics of their Order. Ronin Gensei who continue to use their powers after expulsion from the Order are hunted down and neutralized by specially trained Gensei Justiciars.

Cat Nip

Felixians find you irresistible for some strange, pheromonal reason. Gain a +4 *Charisma* bonus when dealing with members of that race.

Chemist

Prerequisite: Healing d8

You know how to manufacture contraband pharmaceuticals. If you have access to laboratory facilities and basic chemicals you can make a *Healing* skill check to produce one or two units of some Schedule 3 substance, such as Nydar Powder or Chromatics. It is possible to synthesize more extreme substances if the right ingredients are on hand.

Cosmic Gambler

Prerequisite: Gambling d8

You have the unusual ability to "Jury-Rig Fate" when you are up against impossible odds. You can spend a *Benny* to try and "luck" your way through a situation. Make a *Gambling* skill check and consult the table below. This roll cannot be re-rolled with another *Benny*.

Result	Description
Critical Fail (Natural 1)	You are <i>Jinxed</i> . Suffer the effects of <i>Bad Luck</i> and lose all of your remaining <i>Bennies</i> .
Fail	<i>Bad Luck</i> : Your situation suddenly gets worse (see below). Whatever you were attempting to do fails and your opponent (if any) gains the upper hand on you.
Success	<i>Lucky Break</i> : Whatever you were attempting to do succeeds.
Raise	<i>Cosmic Coincidence</i> : Everything is going your way. Whatever you were attempting to do succeeds and you gain a +2 bonus to your next Trait or Skill roll.

Here are some examples of what you can use the *Cosmic Gambler* Edge for:

- To succeed a skill check in an untrained skill
- To make an impossible shot (i.e. deflecting shot, extreme long range, called shot, etc.)
- To escape from a dead-end location (i.e. trash compactors, detention blocks, etc.)
- To improve the odds of a combat situation (i.e. enemies suffer from equipment or communication failures, losing initiative and actions)
- To instantly repair a malfunctioning device or a jammed weapon
- To bluff your way past alert guards

And here are some examples of things that could happen if your gamble fails:

- 1d4+1 enemy reinforcements appear -- surrender or die!
- You trip and fall prone
- Your weapon jams
- The computer console you were trying to hack goes into security shutdown and sets off every alarm in the base

Datajacker

Prerequisite: Computers d8

You are skilled at hacking droids and computer systems. Gain a +2 bonus to all *Computer* skill rolls and gain the ability to *Droidjack*. Droidjacking involves overriding a droid's command protocols and taking control of them. The Datajacker must be within touch range in order to initiate a Droidjacking attempt and the target droid must be *Shaken* or flat-footed. On a success the Datajacker can command the droid for 1d6+2 rounds. The droid will obey any command, including self-destruction. If the droid is another player character, they can oppose the Droidjacking attempt with a *Spirit* roll.

Diplomatic Immunity

Prerequisite: Rich, Noble or Protocol Droid

You are an officially recognized diplomat of some alien race or world. Both the Xar Empire and Solar Protectorate recognize your consular status. While you remain a diplomat in good standing you cannot be arrested, searched or interrogated by any law enforcement officials from either government. Any violators of this diplomatic protection will be swiftly prosecuted by Imperial Operatives.

A registered diplomat can spend a *Benny* to remove an associate from any legal complications.

Diplomatic Immunity can be temporarily suspended if a diplomat is captured while committing a capital offence (such as a political assassination or state-level espionage)

High Gravity

Your character comes from a High Gravity world making them thicker and stronger than people from lower gravity worlds. You gain a one step increase to your *Strength* die and a +1 to *Toughness*.

Longevity Treatments

Exposure to Martian DNA has granted you a very long natural lifespan. You are immune to disease and age-related ailments. The prospect of going on long space voyages at conventional speeds does not faze you. The wisdom and experience you've gained over your enhanced lifetime grants you a +1 bonus to all *Spirit* checks.

Made Man

Prerequisite: Connections (Underworld)

You are all mobbed up, working for one of the hundreds of different syndicates that operate in known space. You can call out a hit on somebody by spending a *Benny*. This assassin is a *Wild Card* that is equal in rank to the person calling the hit. It takes 1d4+1 hours for the assassin to get in position; they will attempt to ambush the target, getting the drop if possible, and will continue to fight until it looks like they are certain to lose. Alternatively, a *Made Man* can spend a *Benny* to call in some other sort of favor from local criminal contacts (i.e. access to equipment, intelligence on enemy dispositions, access to secured locations, etc.)

Too Cool for School

Prerequisite: Arcane Background: Gensei Initiate

You graduated from the Initiate ranks and were trained in the art of the Gensei Errant but decided life in the Order was too bland. You decided to strike out on your own and go Ronin. Once a Gensei goes Ronin they can never progress in the Gensei Arts again (without finding a teacher who doesn't mind violating the edicts of the Order). You begin play as a Gensei Errant with all the benefits of that Edge. See "Gensei Edges" below for more details.

DROID EDGES:

All Droid Edges are Background Edges that can only be taken by a *Droid* character.

Blaster Mount

You have a standard blaster (see GEAR) fused to one of your forearms. You cannot be disarmed but can lose the function of this blaster if your hand or arm becomes injured. This weapon can be drawn as a free action.

Cloaking Field

The droid is equipped with a personal cloaking device that masks its visual and electromagnetic signatures. Popular with assassin droids and deep surveillance scouts, this field gives the droid a +4 bonus to all *Stealth* checks.

Electroblade Mount

An Electroblade (see GEAR) is fused to one of your forearms. This blade can be extended or retracted as the droid requires. This weapon can be drawn as a free action.

Extra Limbs

The droid has an extra pair of arms fused to its torso. These extra hands permit the droid to make one additional action per round without incurring a multi-action penalty.

Heavy Armor Plating

The droid is encased in low-entropy neutronium plating. This incredibly dense armor is completely resistant to light weaponry (including standard blasters, laser rapiers, laser katanas and electroblades). Only weapons with a *Heavy Weapon* descriptor can harm the droid.

Industrial Chassis

Droids with an industrial chassis are built for strength and durability. These bulky frames impart a two-step improvement to the droid's *Strength* die and a +2 bonus to *Toughness*. Because they are larger than normal, these droids are slightly easier to hit with ranged attacks, suffering a -1 to their *Dodge* rating. Droids with this enhancement cannot take *Scout Chassis*.

Jump Jets

A droid equipped with Jump Jets is capable of leaping 12 squares in any direction as a move action. The droid can move through (over) other characters while jumping if there is sufficient ceiling clearance. Jump Jets require 3 rounds to "recharge" between each use.

Multi-Tool

The Multi-Tool attachment enables a droid to hack into computer systems, bypass locks and perform mechanical and electrical repairs. The droid gains a +2 bonus to *Repair*, *Lockpicking* and *Computer* skills and can perform two *Repair*, *Lockpicking* or *Computer* actions simultaneously without incurring a multi-action penalty.

Navacomputer

The navacomputer is standard equipment for an astromech droid. This purpose-built processor enables the droid to resolve complex spatial equations instantaneously. The droid receives a +2 bonus to all *Piloting*, *Driving* and *Astrogration* checks. In addition, when traveling in Deep Space the droid can always ignore "Lost" and "Navigation Error" results (see GAMEPLAY).

Scout Chassis

Droids with a scout chassis are built for speed and agility. These light-weight frames increase the droid's *Pace* by +4 and their *Agility* by two die steps. The downside of this design is that scout droids are far less resilient than other models: they suffer a -2 to their *Toughness* rating. Droids with this enhancement cannot take *Industrial Chassis*.

Self-Destruct

A fusion bomb is implanted deep within the droid's body. If the droid is ever destroyed, this bomb automatically detonates over a Large Blast Template area for 6d6 points of damage. Alternatively, the droid can choose to self-activate the bomb if their mission protocols will allow for it.

Shield Generator

A force field surrounds the droid providing it with a +3 bonus to its *Parry* and *Dodge* ratings.

Surgical Tool

One of the droid's manipulators (hands) is replaced by a multi-function surgical tool. This attachment includes a syringe with a standard complement of common anti-bacterials and analgesics, a laser scalpel and a molecular endoscope. Droids with this enhancement can make *Healing* checks at +2. Patients receiving care from a droid equipped with a Surgical Tool can make a *Natural Healing* check once per day.

Synthetic Armor

Basic, light-weight armor plating made from composite materials. Provides a +2 bonus to Armor.

Universal Translator

The droid is equipped with an expansive linguistics database and complex algorithms that allow it to break down and process new languages in real-time. This droid can speak with and understand the speech of any alien race.

Welder

Droids with the Welder attachment are able to perform heavy industrial tasks such as cutting and joining sheet metal. Given sufficient time, the droid can seal or burn through most blast doors and bulkheads. This torch replaces one of the droid's manipulators (hands). In combat, the welder can be used to burn an adjacent target for 2d10 points of damage, with a 1 in 6 chance of causing the target to combust.

GENERAL EDGES:

The **Connections** Edge has four variants in this setting: *Imperial Connections*, *Rebel Connections*, *Mining Guild Connections* and *Underworld Connections*. When taking this Edge you have to specify what kind of Connections you have. This Edge can be taken multiple times.

Characters are not allowed to take the **Florentine** Edge in this setting. It has been replaced with more setting appropriate martial arts (see "Fighting Style" below).

Deep Space Explorer

Gain a +1 base modifier to all *Deep Space Travel* rolls. If you discover a randomly generated world during *Deep Space Travel* you can re-generate it one time if you don't like the initial result. Gain a +1 bonus to all *Astrogation* skill checks.

Dirty Fighter

You re-wrote every dirty trick in the book and know how to turn a fight to your advantage quickly. Gain a +1 bonus to all *Smarts* tricks.

Evasion

Prerequisites: Hit the Deck, Veteran Rank

Whenever you are caught in the blast of an area effect weapon, you can roll to the edge of the blast radius by making an *Agility* -2 check. If this check succeeds you sustain no damage.

Fighting Style

Prerequisite: Martial Artist

All martial arts practiced in this setting are the product of fighting styles originally pioneered by the Gensei Order on Old Earth. Though the Gensei jealously guard the secrets of their higher mysteries, they openly permit the uninitiated to learn their combat techniques for self-defense purposes. Students who show high aptitude are sometimes recruited to become Gensei Initiates.

The benefits gained from a *Fighting Style* are only applicable when the character has spent one round becoming focused.

This Edge can be taken multiple times. Each time it is taken, the character can either increase a style they already know by one rank (example: from *Novice* to *Adept*) or learn the basics of a new style.

Any character who achieves *Master* rank in any two fighting styles can bear the honorary title of *Kensei*.

Fighting Style Summary:

Style Name		Novice Rank	Adept Rank	Master Rank	
1	<i>Usagi</i> (Rabbit)	兎	+1 Dodge	+2 Dodge	Avoid Attacks of Opportunity
2	<i>Kamenoko</i> (Tortoise)	亀	+1 <i>Toughness</i>	+2 to recover from <i>Shaken</i>	Sustain 1 Extra <i>Wound</i>
3	<i>Hayabusa</i> (Falcon)	鷹	+2 <i>Fighting</i> from <i>Stealth</i>	+4 damage from <i>Stealth</i>	Sprint and attack without multi-action penalty
4	<i>Mamushi</i> (Viper)	蛇	+1 <i>Parry</i>	+2 <i>Parry</i>	Spend <i>Benny</i> to deflect a blow that would otherwise hit
5	<i>Kaminari</i> (Thunder)	雷	+2 <i>Armor Piercing</i>	Target -2 to recover from <i>Shaken</i>	+1d6 fist damage
6	<i>Tatsumaki</i> (Tornado)	竜卷	+1 <i>Fighting</i> when <i>Sweeping</i>	+2 damage when <i>Sweeping</i>	Immune to <i>Gang Up</i>
7	<i>Kasai</i> (Fire)	火	<i>Wild Attack</i> at +4/-4	Inflict +1 damage per <i>Wound</i> sustained	Free <i>Riposte</i> when <i>Parrying</i>
8	<i>Mizu no sutansu</i> (Water)	水	Negate form benefits over S.B.T. area	Negate form benefits over L.B.T. area	Can mix any two forms simultaneously

Hit the Deck

Prerequisite: Dodge, Seasoned Rank

You have an uncanny ability to find cover even when there is none in sight. You are always considered to be in *Light* cover as long as you are not flat-footed. When actively taking cover, your cover is upgraded by one level (i.e. *Light* becomes *Medium*, *Medium* becomes *Heavy*, etc.) There is no cover better than *Heavy* cover.

GENSEI EDGES:

This special class of Edges is only available to characters who take the *Arcane Background: Gensei Initiate* Edge.

Gensei Errant

Prerequisite: Arcane Background: Gensei Initiate; Seasoned Rank

Gensei Errants have graduated from the Initiate ranks and seek to increase their skills through independent study and travel.

When a Gensei Errant parries a ranged energy attack with a laser sword, they deflect the bolt back upon the attacker. Gensei Errants can also spend *Power Points* to boost their stats temporarily. Every 2 points spent boosts a single attribute by one die type for 1 round. This is done as a free action.

Gensei Errants can learn one "Exalted Teaching" of their choice. See Appendix A.

Gensei Cleric

Prerequisite: Gensei Errant; Veteran Rank; Must be trained by a Gensei Master

When a Gensei Errant has seen the universe and learned what they can by walking amongst common men they are called to return to the Temple and serve. It is during this time that the higher mysteries of the Gensei Order are revealed. Clerics occupy most of the leadership posts within the Temple and are in charge of training the lower ranking members.

The senses of a Gensei Cleric have become so finely honed that they can deflect ranged energy attacks from any direction, including their blind side. A Gensei Cleric cannot be flanked in combat.

Gensei Clerics learn a second "Exalted Teaching" of their choice. See Appendix A

Gensei Master

Prerequisite: Gensei Cleric; Heroic Rank; Must be trained by a Gensei Exalted

The Gensei Master has learned all that the Temple can teach them. Masters are permitted to vote in the Gensei Council and often occupy positions of high leadership in the Order.

A Gensei Master has 1d4+1 Gensei Initiates who serve as their personal stewards and bodyguards. These Initiates accompany the Master on missions and can be ordered to do anything the Master wishes. An Initiate who falls in the line of the duty is replaced after one month.

Gensei Masters possess preternatural situation awareness. They can never be caught flat-footed. It is impossible to get the drop on them.

A Gensei Master learns a third "Exalted Teaching" of their choice. See Appendix A.

Gensei Exalted

Prerequisite: Gensei Master; Legendary Rank

There are only a handful of Gensei who hold the rank of "Exalted". These are the highest practitioners of the Gensei Arts. The rank of Exalted can only be achieved after a Gensei Master completes a long journey of self-discovery and introspection. The Exalted do not concern themselves with the day to day operation of the Order and spend most of their time teaching or researching new powers. An Exalted can veto any decision passed by the Gensei Council if they wish.

The Exalted can either learn two additional "Exalted Teachings" or can invent a new power which is added to the ever-growing tapestry of Gensei knowledge. Inventing a new power can only be done with the Game Master's blessing and must fit within certain standards of reasonability:

- The power cannot involve direct damage (i.e. fireballs, lightning bolts, energy darts, etc.)
- The power cannot result in the instant death of a target. There should always be a "way out" to prevent outright death.
- The power cannot be an enlarged or improved version of an existing power, it must be unique.
- Invented powers must always have a Power Point cost of 5 regardless of how weak or powerful they are.
- The power must be innate, not overt. You cannot summon external phenomena such as walls of fire, force prisons, clouds of mist, elementals, etc.

- The power must have a limited duration (typically 1/2 *Spirit* + 1 round)
- The power cannot allow you to cheat death entirely. There must always be a reasonable weakness or limit that could be exploited. For instance, you could not have a power that makes you immune to everything except Argyle socks but you could have a power that makes you immune to fire.
- The power cannot allow you to break the rules of the core *Savage Worlds* game.
- The power cannot give you "God like" abilities (i.e. wish granting, perfect knowledge, omnipresence, immortality, the ability to create matter or new life forms, etc.)

SKILLS

Use the **Piloting** skill to handle regular starship piloting tasks.

The **Repair** skill can be used to fix Droids who have sustained *Wounds* and can be used to *Overcharge* a blaster weapon. Overcharged blasters inflict an extra d6 of damage but consume twice the normal amount of ammo and have a 2 in 6 chance of jamming every time they are fired. Alternatively, a blaster can be set to *Overload*, causing it to explode over a Small Blast Template radius for 3d6 points of damage. It is possible to set up an Overload on a time-delay.

Astrogation (*Smarts*)

The ability to successfully navigate across interplanetary and interstellar distances is governed by the Astrogation skill. It requires an intuitive grasp of complex mathematics and the ability to calculate the vectors of multiple moving objects at once. *Astrogation* checks are required when traveling in Deep Space (see GAMEPLAY)

Computers (*Smarts*)

A general purpose skill that covers the full range of Computer use scenarios including: system intrusion, data decryption/encryption, data mining, identity purging, surveillance spoofing, etc.

HINDRANCES

Death Mark (Major): A character who bears a death mark has offended somebody very powerful and now that powerful individual wants them dead. At the beginning of each gaming session, the Game Master must secretly draw a card from a standard deck of playing cards. If the card is a **Spade**, then at some point during that session an attempt will be made on the character's life. It is up to the Game Master to decide when and where this attempt will occur.

Any Ronin Gensei who is observed wielding a laser sword or practicing Gensei mystical teachings after their expulsion from the Order will automatically gain this *Hindrance*.

Low Gravity (Major): Your character comes from a *Low Gravity* world making them weaker and thinner than people from higher gravity worlds. You suffer a die step reduction to your *Strength* and a -1 to *Toughness*.

Spray and Pray (Major): Whenever you have a gun in your hands, you can't help but hold it gangster style and start spraying shots like some sort of HoloSim action star. It doesn't matter how well trained in firearms you may be, you just have some unbreakable bad habits when it comes to *Shooting*. Suffer a -1 to all *Shooting* rolls and lose 1 additional unit of ammunition every time you fire your weapon (if applicable).

GEAR AND TECHNOLOGY:

All characters begin play with 500 Solar Protectorate credits, which is the established monetary standard in this corner of space. The Xar don't have a currency based economy and most other alien races are fine using local money while they are doing business in the Protectorate. For those who wish to conduct business in a more discreet fashion, there are some illegal currencies (see "Contraband" below) which cannot be tracked and traced by Protectorate tax agents.

Starships:

This is a space game, it needs Starships right? Below is a list of the major classes of Starships that are currently in service.

To simplify ship maintenance, have every ship owner pay 200 credits at the beginning of the gaming session to handle fuel, docking fees and minor repairs for the entire session. Anyone who is unable to pay will have their ship held "in hock" until they can pay the necessary fees. At the Game Master's option you can choose to go easy and not charge interest or escalating fees. At any rate, there's usually a "kind soul" in every spaceport who would be willing to lend the credits for a modest consideration...

All Starships have a *Dodge* rating that modifies how difficult they are to hit. A target's *Dodge* rating is the number that an attacking craft has to meet or exceed with their *Shooting* roll in order to score a hit.

Starships are naturally expensive but it is possible to find most models used for about 60% of their original value, if you're willing to put up with the maintenance costs.

Starship List

Ship Class	Capacity	Dodge	Pace	Toughness	Cost	Loadout
Shuttle						
<i>Shuttle</i>	12	4	6	12	40,000	None
Fighter						
<i>Longsword</i>	2	5	8	10	100,000	3 Small Blaster Cannons
<i>Claymore</i>	2	4	6	12	135,000	1 Torpedo Launcher; 1 Ion Cannon; 1 Small Blaster Cannon
<i>Gyrfalcon</i>	2	6	10	8	100,000	2 Small Blaster Cannons
<i>Foxbat</i>	2	5	8	8	80,000	1 Small Blaster Cannon; 2 Small Hard Points
<i>Shard</i>	1	5	8	10	NA	1 Small Blaster Cannon; 1 Torpedo Launcher; Warp Drive
<i>Nadir</i>	2	5	8	10	60,000	2 Small Hard Points
<i>Swarm Drones</i>	0	6	10	6	20,000	1 Small Blaster Cannon
Cruiser						
<i>Cossack</i>	25	5	8	20	405,000	2 Medium Blaster Cannons; 2 Small Blaster Cannons; 2 Torpedo Launchers
<i>Zenith</i>	50	4	6	20	250,000	2 Medium Hard Points; 2 Small Hard Points
<i>Eclipse</i>	25	5	8	18	NA	2 Medium Blaster Cannons; Warp Drive; Cloaking Device
<i>Tharn</i>	50	4	6	22	365,000	Tractor Beam; Grappling

<i>Harvester</i>						Arms; 2 Medium Blaster Cannons; Ion Cannon
<i>Courier</i>	75	4	6	16	300,000	Crew Sections; 2 Medium Hard Points
<i>Peregrine</i>	75	4	6	16	325,000	1 Small Blaster Cannon (Rear Mounted); 2 Medium Hard Points
<i>Baron</i>	150	4	6	20	300,000	None
Destroyer						
<i>Wraith</i>	75	4	6	24	NA	2 Heavy Blaster Cannons; 2 Torpedo Launchers; Warp Drive; Cloaking Device
<i>Syzygy</i>	100	4	6	30	2,000,000	2 Heavy Hard Points; 2 Medium Hard Points; 2 Small Hard Points
<i>Paladin</i>	75	3	5	30	NA	1 Plasma Cannon; 4 Small Hard Points; 2 Torpedo Launchers
Capital Ship						
<i>Goliath</i>	600	2	4	40	18,000,000	None
<i>Voidmaster</i>	150	2	4	32	NA	6 Heavy Blaster Cannons; 4 Torpedo Launchers; Warp Drive
<i>Star Titan</i>	300	2	4	40	NA	6 Heavy Blaster Cannons; 2 Ion Cannons; 6 Small Blaster Cannons; Carrier
Other						
<i>Slingcaster</i>	∞	0	0	40	NA	Tractor Beam
<i>Battlestation</i>	∞	0	0	50	NA	12 Heavy Blaster Cannons; 12 Medium Blaster Cannons; 12 Small Blaster Cannons; Tractor Beam; 6 Torpedo Launchers
<i>Orbital Base</i>	∞	0	0	40	10 Billion	Tractor Beam
<i>Slingship</i>	2	5	8	12	NA	2 Small Hard Points; Warp Drive

Carrier: This ship has hangar facilities that can support a number of fighter sized ships.

Capacity: Number of units of cargo that the vessel can hold. 1 cargo unit = 1 crewman or 1 crate of goods.

Toughness: The toughness rating of the ship. Factors in shields and armor.

Cost: Cost in Solar Protectorate credits

Loadout: Description of the equipment that comes standard with the vessel

Hard Points: These are open installation points on the ship's hull that can be used to equip a piece of *Starship Equipment* (see below)

Warp Drive: Indicates that the starship is capable of Warp travel without the need to use a Slingcaster. See SPACE TRAVEL for more details.

Shuttle:



The Shuttle is a tiny, general purpose vessel designed to ferry passengers across short distances (usually from surface to orbit). Larger ships typically carry one or more Shuttles for planetary excursions or as lifeboats. The average Shuttle seats anywhere from 6 to 12 people, depending on the level of comfort desired. Cargo space and seating space share the same area. Shuttles do not come standard with any weaponry or defense systems and are not equipped for interplanetary travel.

Fighter:

A Fighter class ship is not designed to hold passengers (it can hold 2 people at the most). The majority of the Fighter's mass is spent on weapons, defense systems and engines. Fighters are built for speed and agility and excel in dogfighting scenarios. They are the most maneuverable class of Starship but suffer from a very short range.

The Fighter class includes two sub-classes, the Bomber and the Interceptor. Bombers are similar to Fighters in many respects but tend to carry more armor and armament at the cost of speed and maneuverability. Not ideal in a dogfight, a Bomber is usually detailed to attack capital ships or planetary targets. The Interceptor is built for speed and is designed to hunt and kill bombers before they can close to striking distance with a capital ship.

Fighter units are typically organized in the following fashion:

- Flight: 4 fighters led by a *Lieutenant*
- Squadron: composed of 3 or 4 flights (12-16 fighters) led by a *Captain* (who personally commands the "Alpha Flight")
- Wing: composed of 3 or 4 squadrons (36-64 fighters) led by a *Wing Commander* who is not an active flight officer

In the Protectorate Navy, a *Star Marshal* is a rank equivalent to an *Army General*; they are in charge of overseeing several Wings. The analogue in the Xar Navy is a *Dominar*.

Longsword:



The *Longsword* is the standard issue Protectorate fighter-craft. They perform a wide range of missions from patrol to escort to front-line assault.

Claymore:



The heavy-duty *Claymore* is a Protectorate fighter-bomber. It carries heavy short range armament designed to penetrate the shields of Capital Ships. Though slower than most Fighters, *Claymores* are more heavily armored and can absorb considerable punishment. These clumsy ships still need to be screened by flights of more agile Fighters in order to protect them from Interceptor attacks.

Claymores are always crewed by two jocks: one to fly and man the forward guns and another to handle the torpedo launcher and long-range sensors.

Gyrfalcon:



This small, agile craft is built for pure speed. The Protectorate designed the *Gyrfalcon* to serve in an Interceptor role. They are used to disrupt the missions of enemy fighters; in particular, *Gyrfalcons* are used to hunt and kill bomber craft before they can unload on friendly Capital Ships.

Black Falcon Squadron is a Rebel Interceptor wing composed of stolen and reconditioned *Gyrfalcons*. They are the most decorated squadron that the Rebellion has.

Gyrfalcons sport two retractable hard points on their underbelly. During high speed pursuit these weapon pods fold up to become flush with the hull.

Foxbat:



The *Foxbat* is a commercial fighter built and sold for use by local militias, mercenary groups, and interstellar transport companies as a short-range defense and interdiction craft. These ships feature a modular design that allows them to be kitted out for a range of assignments. *Foxbats* are popular with pirates because they are relatively cheap and easy to repair on the run.

Shard:



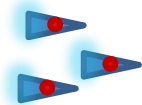
These oddly shaped, pod-like ships are used as multi-function fighters by the Xar Empire. Though they are small in size, they pack in a lot of high technology and can turn on a dime.

Nadir:



Designed and built by Gomdalonian Tech-Priests, the *Nadir* is a disc-shaped two-man fighter that serves as a general-purpose fighter craft. The Gomdalon will sell these ships to anyone who can pay their fees.

Swarm Drones:



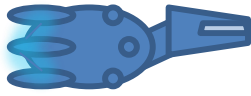
The Sireneen developed these unmanned fighter drones as their primary method of planetary defense. Usually launched in waves, similar to missiles, these computer-controlled drones are programmed to surround their target and pummel it from all sides.

Swarm Drones are 1/3 the size of standard fighter craft.

Cruiser:

The Cruiser is the smallest class of Starship that must be served by a full crew. This class of vessel has a proper bridge, crew quarters, a small cargo hold and an engineering section. Cruisers possess interstellar range and a basic, self-defense weapon package. They are very popular with private ship owners, who will often fit them out like luxury yachts.

Peregrine:



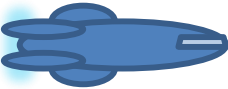
The *Peregrine* is the classic Freelancer ship. Built upon a *Courier* chassis, the *Peregrine* is designed as a light freighter with a spacious cargo hold and sufficient range for longer interstellar journeys. Fleets of *Peregrines* are employed by independent trading companies to make runs all over inhabited space. *Peregrines* are not pretty vessels: they are boxy and plain, but faster than they look. Most *Peregrines* are heavily modified aftermarket with distinctive paint jobs and other cosmetic modifications. The reputation of this ship-model is slightly tarnished because it tends to be very popular with Smugglers. Due to the fact that they are not the most nimble ships, *Peregrines* have one hard point aimed toward the rear of the craft to discourage pursuers.

Cossack:



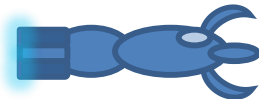
The *Cossack* is primarily intended for military and police use. *Cossacks* are fast vessels; their main duties are interdiction, high speed pursuit, containment and long-range escort. They carry enough armament to make a *Destroyer* captain nervous. In addition to a full crew, *Cossacks* have the bunk and mess facilities to hold two squads of marines.

Zenith:



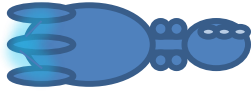
The *Zenith* is a standard Gomdalonian Cruiser design. Like its *Nadir* fighter counterpart, the Gomdalon will sell these mid-size ships to anyone who has valuable data or technology to offer in trade. A stock *Zenith* comes with empty hard points and weapon pods so that the ship's owner can outfit it any way they like.

Tharn Harvester:



Looking vaguely like a cybernetic squid, the *Tharn Harvester* is generally feared because it only ever appears when the brutish Tharn are making a slave raid. Its four grappling arms are designed to pinch and hold vessels that are reeled in by the Harvester's tractor beam. An assault bridge located in the ship's "mouth" allows Tharn Marines to board captured vessels and pacify their crews.

Courier:



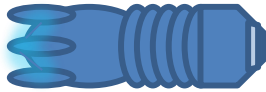
The *Courier* is a standard model commercial cruiser and is perhaps the most common type of ship in the sector. Unlike the *Peregrine*, the *Courier* is designed to be a passenger hauler as well as a freighter. It offers more built-in comforts including private cabins, recreational areas and a front-located observation deck. Most corporations maintain a fleet of these ships to ferry their employees around from station to station.

Eclipse:



This war-cruiser was developed by the Xar as a blockade ship to patrol the outer reaches of their Empire. It is sleek and dangerous and comes equipped with a cloaking device so that it can loiter just outside Protectorate space without being detected.

Baron:



The *Baron* is similar to the *Courier* class cruiser but has been modified to serve primarily as a cargo-hauler. Interstellar trading corporations use these to move freight all over known space. *Barons* usually travel in convoys to avoid presenting themselves as easy targets for pirates.

Destroyer:

Destroyers are built to impress. When viewed in profile, these vessels cut a striking figure, bristling with heavy cannon and weapon pods. This class of vessel is only built to do one thing: blow up other ships. Flying one of these in Imperial space without proper authorization is an invitation for a fight.

Wraith:



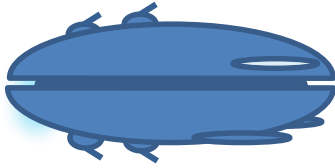
The *Wraith* is the Xar Empire's Destroyer-class vessel. Hanging under a manta-like "cowl" are the bridge section and heavy weapon pods. The *Wraith* is both cloak and warp capable, making it a devastating ambush attacker. Though not quite as heavily armed as other vessels in its class, in the hands of a smart captain the *Wraith* can inflict hideous damage on enemy fleets.

Syzygy:



The *Syzygy* is the largest class of vessel sold by Gomdalonian Tech-Priests. Ringed with modular weapon pods, this sleek and fast ship can carry any conventional load out that an independent ship captain might desire. A large and sumptuously appointed bridge section makes the *Syzygy* the luxury model of the *Destroyer* class.

Paladin:

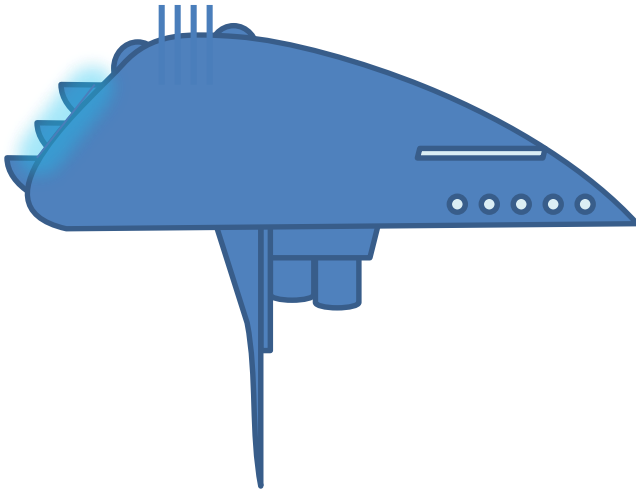


The Protectorate knows that they can't match the Xar Empire's level of technology, so they try to compensate for this by building bigger guns and bigger gun platforms. The portly *Paladin* is essentially a wrapper for a huge plasma cannon: the most destructive ship-based weapon available. Normally these large-bore blasters can only be hoisted by a *Capital Ship*, but Protectorate military scientists figured out how to mount one on a *Destroyer* chassis and tie it directly into the ship's reactor core to supply its gargantuan energy requirements.

Capital Ship:

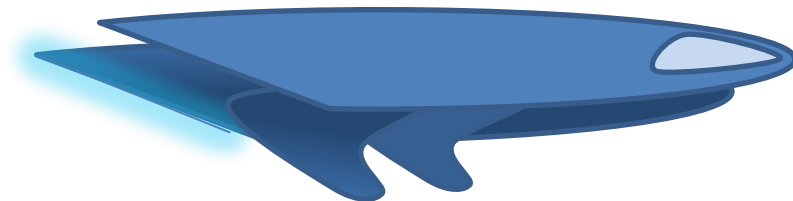
The largest class of Starship is the *Capital Ship*. These massive craft are the flagships of their fleets and the ultimate symbols of a captain's power. *Capital Ships* all come standard with a Shuttle Bay. Some *Capital Ship* models expand this bay to service a small fleet of *Fighter* class ships.

Goliath:



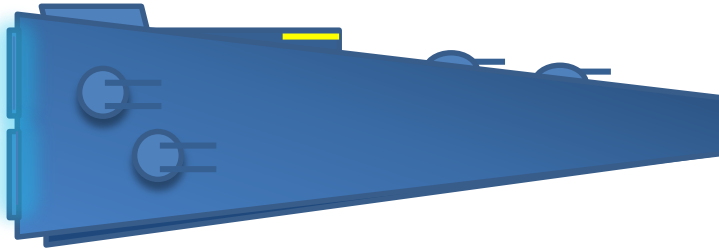
This Superfreighter is the largest class of commercial ship in the sector. *Goliaths* are used to haul heavy cargoes and colonists. A few have been outfitted as luxury space-liners for the super-rich.

Voidmaster:



Voidmasters are the dreadnoughts of the Xar Empire. These sleek hulks are fearsome to behold in battle. They do not have carrier capabilities but their built in warp drive enables them to jump instantly into battles, immediately tilting the odds in their favor with the element of surprise.

Star Titan:

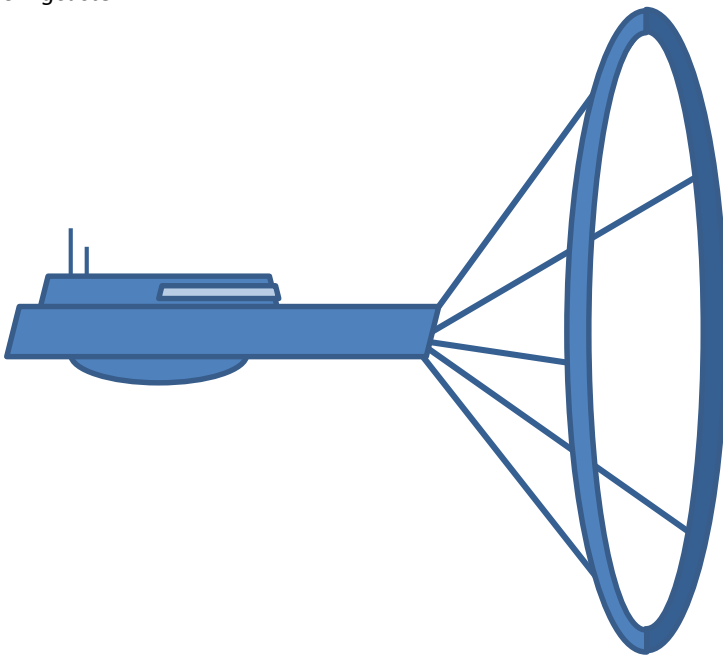


The *Star Titan* is a massive capital ship used by the Solar Protectorate. These colossal, blocky ships carry enough armament to scour an entire continent bare. Star Titans support an entire Wing of fighters in their hangar bays.. While not as tactically agile as a *Voidmaster* the *Star Titan* makes up for this with brute strength and powerful armor.

Other:

This encompasses all manner of spacecraft that don't easily fit into any other category.

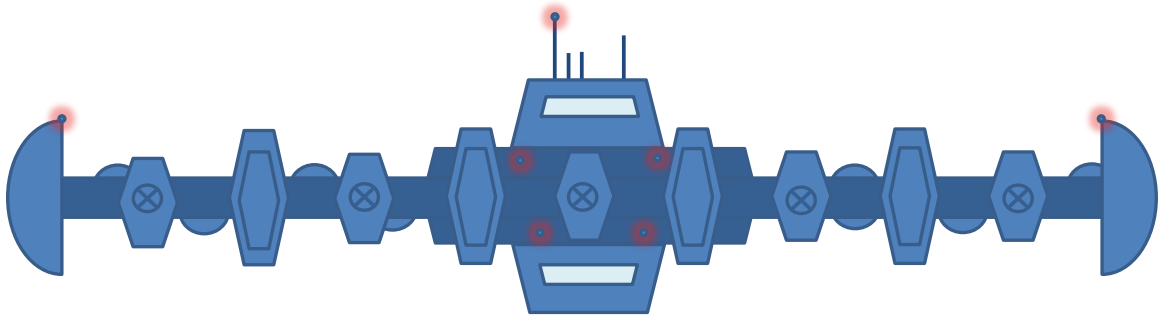
Slingcaster:



The *Slingcaster* is the cornerstone of interstellar travel in the Protectorate. These huge power stations drive the gate generators that enable ships to “Slingcast” from one station to another.

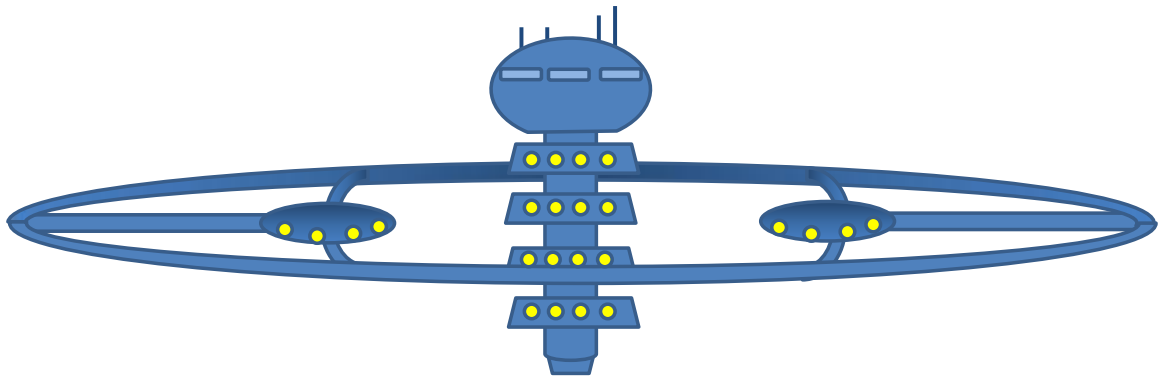
Each *Slingcaster* is managed by a *Castmaster*, a government appointed official who is in charge of collecting tolls and duties on all ‘caster traffic. A number of these officials are corrupt and will accept bribes to turn a blind eye to less-legal activities. The cargo capacity of a *Slingcaster* is functionally infinite for purposes of the game.

Battlestation:



A *Battlestation* is an *Orbital Base* that has been outfitted for military use. While a small contingent of civilians may live and work here to serve the needs of the garrison, most of a *Battlestation's* population is made up of marines, pilots, their support crews and the command staff. *Battlestations* carry the most armament of any space-based structure. The cargo capacity of a *Battlestation* is functionally infinite for purposes of the game.

Orbital Base:



These stationary platforms are the backbone of the interstellar economy. Housing thousands of workers, these slowly rotating, floating cities provide essential services that keep space ships running and commerce flowing. The cargo capacity of an *Orbital Base* is functionally infinite for purposes of the game.

Slingship:



Completely experimental, the *Slingship* is only mentioned in this list because it is the current "hot topic" amongst Starship enthusiasts. This ship is essentially a cockpit bolted on to a miniaturized *Slingcaster* and is the Protectorate's answer to Xar warp-drive technology. Little is known about the *Slingship* prototypes except that they are housed in a secret location somewhere in the Sol system.

Starship Equipment:

The following tables display the different components that can be purchased and loaded onto a starship chassis:

Starship Equipment List

Weapon Name	Cost	Effect
Mining Laser	10,000	2d6 Damage
Small Blaster Cannon	15,000	2d8 Damage
Medium Blaster Cannon	20,000	3d8 Damage
Large Blaster Cannon	25,000	4d8 Damage
Torpedo Launcher	50,000	6d8 Damage; ROF: ½; Pace: 12; Dodge: 8
Ion Cannon	50,000	<i>Shaken; Shooting -2</i>
Tractor Beam	50,000	<i>Pace -4; Dodge -2</i>
Plasma Cannon	100,000	6d8 Damage
Cloaking Device	NA	<i>Stealth +4</i>

Weapons can be mounted on any hard point on a ship's chassis. All ship mounted weapons are considered to be *Heavy Weapons* for purposes of bypassing heavy armor.

Mining Laser: Mining lasers are required if a ship intends to do any ore prospecting. These lasers are designed to burn on a modulated band so that they can effectively separate heavy and light elements from an ore sample. In a pinch a mining laser can be used in self-defense but it will not inflict very much damage to an armored vessel.

Small Blaster Cannon: Small Blaster Cannons will fit on any ship configuration. These weapons fire discrete blasts of high-energy coherent light.

Medium Blaster Cannon: Only ships that are *Cruiser* sized and larger can support Medium Blaster Cannons.

Large Blaster Cannon: Only ships that are *Destroyer* sized and larger can support Large Blaster Cannons.

Torpedo Launcher: Torpedoes are guided munitions that can home in on a target to deliver an explosive warhead yield. It is possible to shoot a torpedo down while it is in flight; they have a *Pace* of 12 and a *Dodge* rating of 8. Since the launcher tubes need to be reloaded between shots, a Torpedo Launcher can only be fired once every 2 rounds.

Ion Cannon: These cannons fire bolts of charged ions that are intended to disable, rather than harm, opposing vessels. Targets that are struck by an Ion Cannon are automatically *Shaken*, but these weapons are notoriously hard to aim, suffering from a -2 to all *Shooting* rolls. Only ships that are *Cruiser* sized and larger can support Ion Cannons.

Tractor Beam: This graviton beam emitter creates a "slip field" around a target that effectively reduces its mass. These continuous fire weapons maintain their effect on a ship as long as they are fired. Multiple Tractor Beams can stack on a single target. Only ships that are *Destroyer* sized and larger can support a Tractor Beam.

Plasma Cannon: The Plasma Cannon projects 'blobs' of ultra-hot, ultra-magnetic plasma at a target, harnessing the sun's own energy to disintegrate anything it strikes. This is the largest ship-based weapon system available. In general, only a *Capital Ship* has a large enough power envelope to drive a *Plasma Cannon*, but the specially designed *Paladin-class Destroyer* also carries one of these colossal guns.

Cloaking Device: The Xar have developed a device that completely masks a vessel from visual and radioactive detection. A ship with a Cloaking Device engaged gains a +4 *Stealth* rating and can get the drop on opposing ships. Once a cloaked ship attacks, it loses its stealth bonus – diverting energy to weapon systems causes the cloak to power down. These stealth modules are not for sale on the open market but can be harvested from captured Xar ships.

Personal Equipment:

Here is a list of some of the personal items that crew members can own:

Personal Weapons List

Weapon Name	Cost	Effect
Blaster	250	2d6 Damage; 15/30/60 Range; 24 Shots
Blaster Carbine	500	2d6 Damage; 30/60/120 Range; 48 Shots; 3RB; 2-Handed
Electroknife	200	STR+d4+2 Damage; AP: 2
Electroblade	300	STR+d8+2 Damage; AP: 4
Heavy Pulse Blaster	1000	2d6 Damage; 50/100/200 Range; 48 Shots; ROF: 3; Full-Auto; Snapfire; <i>Heavy Weapon</i> ; d8 STR Req.; 2-Handed
Flamethrower	750	2d10 Damage; <i>Cone Template</i> ; Ignores Armor; d8 STR Req.; 2-Handed; 6 Shots
Laser Rapier	800	STR+d4+4; AP: 4; +1 <i>Parry</i>
Laser Katana	1000	STR+d6+6 Damage; AP: 6
Plasma Claymore	1200	STR+d10+6 Damage; AP: 6; -1 <i>Parry</i> ; 2-Handed; <i>Heavy Weapon</i>
Plasma Staff	1000	STR+d4+4 Damage; AP: 4; +1 <i>Parry</i> ; +1 <i>Reach</i> ; 2-Handed
Thermal Grenade	100	3d6 Damage; <i>Medium Blast Template</i> ; <i>Throwing Range</i> ; Ignores Armor

Blaster: Your standard issue laser pistol. Fed by an Energy Clip.

Blaster Carbine: This bullpup configured laser blaster packs more kick than a standard pistol but has to be operated two-handed. It can be fired in semi-automatic mode (consumes 3 units of ammo but grants a +2 *Shooting* bonus). Fed by 2 Energy Clips.

Electroknife: A single-edged 10 inch monomolecular blade that is charged with an electro-sonic field.

Electroblade: A single-edged 36 inch monomolecular blade that is charged with an electro-sonic field.

Heavy Pulse Blaster: A Heavy Pulse, or HP, Blaster is a high-powered, pulse-firing laser gun. If the weapon isn't stabilized on a bipod or tripod there is a *Snapfire* penalty. It supports a fully automatic firing mode that enables the shooter to fire 3 shots per round at a -2 penalty to each shot. The HP Blaster qualifies as a Heavy Weapon for purposes of bypassing armor. Fed by 2 Energy Clips.

Flamethrower: No matter how advanced the human race becomes, there's still something to be said for the destructive simplicity of setting something on fire. A flamethrower spreads flame over a cone-shaped area, inflicting 2d10 points of fire damage to all targets. This damage ignores regular armor and as a 1 in 6 chance of causing the target to combust. Fed by an Energy Clip.

Laser Rapier: This elegant, shaped plasma hand weapon is the weapon of choice for Gensei Clerics. The balance and design of this weapon favors defensive fighting styles.

Laser Katana: Larger and more damaging than a Laser Rapier, but not as nimble on defense, Laser Katanas are favored by Gensei who practice more aggressive martial arts.

Plasma Claymore: The largest of the shaped plasma hand weapons, a Plasma Claymore must be wielded with two hands. This energy sword qualifies as a *Heavy Weapon* and can be used to damage vehicles.

Plasma Staff: This elongated haft can generate a shaped plasma blade out of both ends.

Thermal Grenade: These grenades produce a fiery explosion over a *Large Blast Template* area. The damage from a Thermal Grenade ignores regular armor and has a 1 in 6 chance of causing a target to combust.

Personal Armor List

Armor Name	Cost	Effect
Flight Suit	50	+1 Armor; Self-Contained
Ablative Armor	200	+2 Armor/+4 vs. Lasers
Battle Armor	400	+3 Armor
Luvoshan Armor	600	+3 Armor; Gravity Compensation
Energy Buckler	100	+1 <i>Parry/Dodge</i>
Personal Shield Generator	300	+3 <i>Parry/Dodge</i>
Encounter Suit	1000	+4 Armor; Self-Contained
Minbrakan Battle Armor	2000	+6 Armor

Flight Suit: A thin and light space suit popular with starship pilots and fighter jocks. Tear-resistant fibers provide the most basic protection against punctures and slashes. This armor comes standard with a helmet and a personal air supply.

Ablative Armor: Lightweight, reflective armor with ballistic fiber backing; designed to deflect energy instead of absorbing it.

Battle Armor: Hard plastanium plate armor that is standard issue for Protectorate Stormtroopers. This armor provides decent all around protection against all forms of damage.

Luvoshan Armor: Luvoshan armor is specifically designed to help light gravity races operate normally in heavier gravity environments. It provides a level of protection comparable to Battle Armor but has built in gravitic compensators to help ameliorate the effects of high gravity. Anyone with the *Light Gravity* hindrance can ignore the ill effects of their condition while they wear this armor.

Energy Buckler: This small two-foot diameter disc of energy projects from a ring worn on either hand. It confers a +1 *Dodge* and *Parry* bonus. It is possible to dual-wield Energy Bucklers but they cannot be used with a Personal Shield Generator. An Energy Buckler must be disabled if the wearer wants to use their hand for any other purpose (such as attacking)

Personal Shield Generator: The PSG is typically worn on a belt or bracelet. When activated it produces a force field that resists most attacks. The PSG cannot be used with Energy Bucklers.

Encounter Suit: The best available exo-skeletal full body shell armor. Encounter suits are fully self-contained, allowing the wearer to operate in the vacuum of space.

Minbrakan Battle Armor: Top flight protection and a work of art to boot, Minbrakan Battle Armor is very rare and must be custom fitted to the wearer. It is considered a grievous sin by the Minbrakan people for non-Minbrakans to wear their holy armor so any alien caught with a suit will certainly be challenged to a blood duel.

Miscellaneous Personal Equipment List

Equipment Name	Cost	Effect
Energy Clip	50	Ammunition for a Blaster weapon
Jet Pack	1000	Jump 12 squares as a move action
Night Vision Goggles	250	Grant <i>Night Vision</i> to the wearer
Scout Probe	1000	<i>Pace: 12 (Flight); Dodge: 6; Parry: 5; Toughness: 7 (5)</i>
Tactical Goggles	250	+1 bonus to <i>Shooting, Piloting</i> and <i>Driving</i>
Voice Synthesizer	250	Translates spoken languages

Energy Clip: These matte black battery bricks are the standard unit of ammunition for blaster weapons.

Jet Pack: The wearer of a Jet Pack can execute a *Jump* as a move action, moving 12 squares in any direction. The Jet Pack requires 3 rounds to recharge between each use.

Night Vision Goggles: Simple eyewear that allows the wearer to see normally in dark and dimly lit conditions.

Scout Probe: A floating, spherical droid that's about the size of a grapefruit, the Scout Probe can be deployed to seek out and locate a specific target. Visual reference of the target must be fed into the droid's onboard computer. It will perform a grid search pattern until it finds a match. Upon locating its target, the droid will send an encrypted communication to its owner detailing the target's exact location and then return at maximum speed. Scout Probes are lightly armored and shielded so that they can operate in hostile environments.

Tactical Goggles: Tac Goggles are streamlined optics that generate a constant stream of heads-up data to the wearer. The information delivered by the goggles updates the wearer's position, heading and velocity in real time and displays similar calculations for any moving object that the wearer looks at. The wearer receives a +1 bonus to all *Shooting, Driving* and *Piloting* rolls.

Voice Synthesizer: This small electronic device can translate any spoken language it hears into a language that the user understands. It can be set to translate both incoming and outgoing communication.

Illegal Contraband

Both the Solar Protectorate and the Xar Empire have a long list of goods that they consider to be illegal. An enterprising smuggler can make a financial killing by safely and discreetly moving these goods into the right (wrong) hands.

Contraband	Class	Effect
Chromatics	Schedule 3	Powdered crystals that are used as drugs by Martians. Come in a variety of color-flavors including Viridian, Cerulean, Topazine and Rubicite.
Nylar Powder	Schedule 3	A popular narcotic stimulant that impairs judgment.
Orquin Ducats	Schedule 3	A form of untaxable hard currency that is often used to conduct shady deals.
Vulian Jelly	Schedule 3	Delicious waxy substance produced by Vulians. Has an intoxicating effect on humans.

Verdimant	Schedule 3	Only a very limited, hand-selected quantity of this steel-hard wood is sold every 700 days. Smuggled quantities of Verdimant can fetch a high price.
Endorphia	Schedule 2	A potent love-drug synthesized from Felixian pituitary glands.
Simbots	Schedule 2	Life-like, programmable androids that are often used for less than noble purposes.
Nullware	Schedule 2	Untraceable software programs. Usually used to cover up nefarious cyber-criminal acts.
Ikronian Data Crystals	Schedule 2	Unhackable data crystals with the best storage capacity and lowest latency.
Mortifax Toxin	Schedule 1	The most lethal poison in the galaxy. Extracted from the gall bladders of Sessilian glider rats.
Vildite Nanoprobe	Schedule 1	Device that downloads a highly adaptive fractal-morphic virus into any computer system, taking it over in minutes.
Erbium Ore	Schedule 1	This black-as-midnight substance is mined on the Xar homeworld and, when chemically treated in a specific way, can be used to produce fuel-grade anti-matter.
Neurojacks	Schedule 1	Tharn-made illegal cyberware that is used to dominate whomever it is implanted in. Comes with a remote control device.

There are no fixed market prices for contraband goods; in general the more illegal they are, the higher the street price. Also, with higher reward comes higher risk; anyone caught trafficking illegal items in Imperial space can expect to pay harsh penalties. The table below gives you an idea of the relative value of contraband items (and their commensurate penalties).

Class	Value	Penalty
Schedule 3	100-1,000 Credits/Unit	Fines in the amount of 10x the street value of the product
Schedule 2	1,000-10,000 Credits/Unit	Imprisonment and liquidation of all assets
Schedule 1	10,000+ Credits/Unit	Death

GAMEPLAY:

This section outlines some new rules unique to this setting:

DODGE:

Dodge is a new secondary statistic that has been introduced to help streamline ranged combat. Whenever someone makes a ranged attack against a target, they must roll greater than or equal to the target's *Dodge* rating. By default this statistic is set to a value of 4 but the following things can modify a character's *Dodge* rating:

- Taking the *Dodge* edge
- Hiding behind Cover
- Sprinting (if a character makes a double move during their combat round, their *Dodge* rating is temporarily increased by +2)
- Equipping a Shield
- Character Size (small characters receive a +1 *Dodge* bonus; large characters suffer a -1 *Dodge* penalty)

The reasoning behind this attribute is to bring a little more clarity to items and abilities that enhance a character's damage avoidance. In the core *Savage Worlds* rules, the ability to dodge or avoid ranged attacks can sometimes be overlooked because it isn't made as explicit as *Parry* or *Toughness*. This house rule amends that.

SPACE COMBAT:

Space battles in this setting are either *Tactical* (ship-to-ship) or *Strategic* (flight vs. flight). Strategic battles use a variation of the *Savage Worlds* Mass Battle rules. Most space battles should be handled strategically because this speeds up gameplay but if the party members are all flying small craft such as fighters or slingships you can play out their combat tactically if you wish.

Tactical Combat (Ship-to-Ship):

Tactical Combat is defined as any small scale battle between spaceships. As a rule of thumb, if there are less than 12 ships a side, it's appropriate to use Tactical Combat rules.

Tactical Combat works very much like regular combat does in *Savage Worlds*. Every spaceship pilot draws cards to determine initiative order and each pilot can carry out a single action and move during their turn.

If a ship receives damage that overcomes its *Toughness* rating, it sustains internal damage. Normal damage causes the ship to stall. A stalled vessel cannot move but can still attack. A stalled ship has a *Dodge* rating of zero. If a stalled ship is damaged a second time, or is damaged with a *Raise*, it suffers critical system damage and receives a -1 penalty to all *Piloting* and *Shooting* rolls for each *Wound* received. Once a ship is *Wounded* 4 times, it will explode. Passengers have 2 rounds to abandon ship or they will be killed by the ensuing blast.

All ships except *Shuttles* have some sort of escape pod (the escape pod on a fighter is man-sized and not exactly built for comfort!). When a ship is critically damaged and about to explode, the escape pods are designed to automatically deploy.

To recover a damaged ship from a stall, the pilot must succeed a *Piloting* skill roll. If they succeed with a *Raise* they may move in the same round that they pull out of the stall.

Facing matters. A ship can only fire its weapons in a frontal 180 degree arc unless it is specifically designed with rear-facing armament. Thus, a stalled ship is at a distinct tactical disadvantage because it cannot re-orient its facing while it is stalled.

Strategic Combat (Mass Battle):

If you are dealing with a situation where dozens or even hundreds of spaceships are involved in a battle, you need to use Strategic Combat to resolve the outcome.

Strategic Combat is composed of the following steps:

1. Set Up
2. Calculate Adjustments
3. Determine Player Influence
4. Battle Roll
5. Morale
6. Aftermath

Step 1: Set Up

Both sides total up the number of ships they have. Compare the totals as a ratio and note the difference. This difference is added to the *Battle Roll* of the larger fleet. *Example:* Player A has 50 ships squaring off against Player B's 23 ships. With rounding this ratio works out to be about 2:1 in Player A's favor, so Player A would receive a +1 bonus to his side's *Battle Roll* (2 minus 1).

Not all ships are equal. Larger ship classes have a higher troop value than a standard *Fighter*. When calculating fleet ratios, use the conversion table below to determine the true value of ship classes:

Description	Troop Strength Modifier
<i>Fighter or Shuttle class</i>	x1
<i>Cruiser class</i>	x5
<i>Destroyer class</i>	x10
<i>Capital Ship or Orbital Base</i>	x20

Place tokens on the Battle Mat representing your fleet. To simplify matters, tokens represent a standard increment of ship points (i.e. 10, 20, 100, etc.). Both sides must agree on a standard increment and use the same denomination to calculate fleet strength. Choosing larger increments will conclude the battle faster.

Step 2: Calculate Adjustments

Next, determine which tactical and situational modifiers, if any, would apply to the combat. Use the table below to calculate additional modifiers to the *Battle Roll*.

Description	Modifier
Fleet attacking from ambush (i.e. hidden in a nebula, asteroid belt, cloaked, combat warp, etc.)	+2 for the first round only
At least 50% of fleet has <i>Torpedoes</i> and/or <i>Plasma Cannons</i>	+2
Fleet is primarily armed with <i>Small Cannon</i>	+0
Fleet is primarily armed with <i>Medium Cannon</i>	+1
Fleet is primarily armed with <i>Large Cannon</i>	+2
At least 50% of fleet has <i>Tractor Beams</i> and/or <i>Ion Cannons</i>	+1

Step 3: Determine Player Influence

Any Player Character who is piloting a ship during the battle can perform an action to try and boost the chances of his or her side. At the Player’s option they can make a *Piloting* or *Shooting* roll to try and sway the outcome. The Player must add or subtract the Troop Ratio difference from their roll. Consult the table below to determine the results of the Player Influence.

Outcome	Result
<i>Fail</i>	The Player Character gets caught alone in the thick of battle. Their ship takes 4d6 points of damage. If the Player’s side breaks this round, the Player will be captured.
<i>Success</i>	The Player leads a heroic charge into the enemy formation. Their side gains a +1 bonus to their <i>Battle Roll</i> but the player’s ship sustains 2d6 points of damage. If the Player’s side breaks this round, the Player will be captured.
<i>Raise</i>	The Player skillfully carves up the enemy, inspiring their side to fight harder. The Player’s side gains a +2 bonus to their <i>Battle Roll</i> and the player’s ship sustains 1d6 points of damage. If the Player’s side breaks this round, the Player will be captured.
<i>Two or More Raises</i>	The Player’s conduct in battle is worthy of the highest merits. Directly or indirectly, the Player’s actions result in the neutralization of enemy officers. Their side gains a +2 bonus to their <i>Battle Roll</i> , a +1 to their <i>Morale Roll</i> and the Player emerges unscathed.

Step 4: Battle Roll

Once all modifiers and ratios have been calculated, each side’s Commander makes a *Knowledge: Battle* roll to determine the outcome of the fight. If either of the Commanders lacks the *Knowledge: Battle* skill, they must make the roll at a d4-2. Add or subtract all modifiers to the result. For every Success and Raise rolled, the opposing side loses one troop token.

Step 5: Morale

If a side loses any troop tokens during the round, their Commander must make a *Morale Roll* to see if their side breaks. The Commander does this by making a *Spirit* roll with the following modifiers:

Description	Modifier
For each token lost in the battle (cumulative across all rounds)	-1
The fleet is defending their home station or system	+2
A Player rolled two or more <i>Raises</i> during combat	+1

If the result of the *Spirit* check is a *Success* or a *Raise*, the battle continues as normal. Return to Step 2 and commence with an additional round of Strategic Combat.

If the result is a *Failure* that Commander’s side breaks and is routed. Their opponent gets a free uncontested *Battle Roll* against them and the fight is declared over. If both sides break then no more shots are fired.

A Commander can always decide in the *Morale* phase to *Surrender* or make a *Fighting Withdrawal*. Surrender puts the Commander’s side at the mercy of their opponent and a *Fighting Withdrawal* is resolved exactly the same as a normal round of combat except at the conclusion of that round the retreating side abandons the field to their opponent (even if they end up gaining the upper hand in that round).

Step 6: Aftermath

Once the battle is declared over because of rout, retreat, surrender or complete annihilation it is time to sift through the wreckage and see how many ships are salvageable. Roll a d6 for each troop token lost in the battle. On a result of 5 or 6 the troop survives and can be patched up to fight another day.

All ship losses are distributed evenly across the Commander's ship types, so a proportional percentage of all ship classes are lost (in other words, you can't take all damage as *Fighter* losses and let your *Capital Ships* get off scot free).

Repairing a Ship:

Ship damage can only be healed in a Space Port with adequate repair facilities. The cost of a repair is 25% of the ship's base cost for each *Wound* received. A character with a high *Repair* skill can attempt to mitigate this cost by performing some jury-rigged fixes. A single character can make a single *Repair* roll reduce the cost of the repair to 10% of the ship's base cost for each *Wound* received. This won't remove any of the ship's *Wounds* but it will make the ship considerably cheaper to repair.

SPACE ENCOUNTERS:

When flying around in uncharted space, you will inevitably stumble across new systems and planets. Use the table below if you need to generate a new planet on the fly. Simply draw three cards from a normal deck of playing cards and combine the results below. Use or discard whatever works for you:

Planet Generator

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Colonized	Tidally Locked	Gas Giant
3	Uninhabited	No Atmosphere	Terrestrial (Earth-like)
4	Life Rich	Heavy Gravity	Ice Planet
5	Dead	Light Gravity	Ocean World
6	Mineral Rich	Super Storms	Barren Rock
7	Mineral Poor	Predator Habitat	Scorched Rock
8	Marked for Colonization	Placid	Lava Planet
9	Energy Rich	Poisonous Atmosphere	Toxic Planet
10	Energy Poor	Catastrophe Scarred	Desert Planet
J	Castaways	Strong Magnetic Field	Radioactive Planet
Q	Ruined	Ringed	Jungle Planet
K	Densely Inhabited	Partially Terraformed	Swamp Planet
A	Advanced Artifacts	Noteworthy Moon	Paradise World
Joker	New Resource	Sentient World	Manufactured World

Advanced Artifacts: You discover the ruins of a city abandoned by an advanced race. Scans locate 1d4 pieces of advanced alien technology (60% **Schedule 3**; 30% **Schedule 2**; 10% **Schedule 1**).

Barren Rock: This rocky planet lacks a hospitable atmosphere and is a radiation scarred desert. Space suits are required here.

Castaways: You find a small group of crash survivors living on the surface of the planet. The castaways belong to a randomly generated alien race (see Appendix B).

Catastrophe Scarred: The surface of the world shows signs of a massive catastrophe in the world's past. This catastrophe was either the result of a great war or a planetary collision.

Colonized: A small settlement is located on the planet's surface. This settlement belongs to a randomly generated alien race (see Appendix B).

Dead: This planet doesn't show a single sign of any living organism.

Densely Inhabited: Billions of randomly generated aliens already populate this planet (see Appendix B).

Desert Planet: This arid, sandy world harbors a hospitable atmosphere but very little water. Visibility is occasionally impaired by dust storms.

Energy Poor: Scans show that the planet suffers from a lack of usable energy sources.

Energy Rich: Scans show that the planet is very rich in untapped natural energy sources (i.e. petrochemical, hydrocarbon, renewable, radioactive). Your ship can be refueled here and you can mine 1d4x5000 credits worth of unrefined fuel per month if you are properly equipped.

Gas Giant: This massive planet is composed almost entirely of swirling gases. There is no place for an away team to land here but the planet may support an orbital base of some kind.

Heavy Gravity: The gravity here is much higher than Earth normal. *Pace* is halved and *Strength* checks are made at a -2 (unless you have the *Heavy Gravity* edge).

Ice Planet: The surface of this planet is bitterly cold and encased in thick ice. An away team must wear space suits here or suffer eventual death from exposure.

Jungle Planet: This planet is covered with an overabundance of plant life. Unless otherwise noted it is hospitable to human life. The away team can capture 1d4 bio-samples (60% **Schedule 3**; 30% **Schedule 2**; 10% **Schedule 1**).

Lava Planet: The surface of this world is covered with rivers and lakes of hot lava. The heat is excruciating. The away team will require space suits here or suffer eventual death from overheating.

Life Rich: The planet is blessed with an abundance of plant and animal life, but no native intelligent life. The away team can capture 1d4 bio-samples (60% **Schedule 3**; 30% **Schedule 2**; 10% **Schedule 1**).

Light Gravity: The gravity here is much less than Earth normal. *Pace* is doubled and *Strength* checks are made at +2. Characters with the *Light Gravity* Hindrance do not gain this bonus but neither do they suffer any penalties.

Manufactured World: This planet was constructed by a race with godlike technological abilities. The entire surface of the planet is covered with buildings, machinery and bizarre, hand-crafted geological formations. The away team finds 2d4 pieces of advanced alien technology (60% **Schedule 3**; 30% **Schedule 2**; 10% **Schedule 1**). Unless otherwise noted the atmosphere here is hospitable.

Marked for Colonization: The presence of a beacon and some surveying droids on the surface of the planet indicates that another intelligent race has made plans to colonize this world (see Appendix B).

Mineral Poor: Scans show that the planet's crust is mostly composed of silica, carbonates and other non-precious minerals.

Mineral Rich: Scans show that the planet is very rich in untapped, valuable heavy metals. 1d4x5000 credits worth of material can be mined per month if your vessel is equipped with Mining Lasers.

New Resource: Scans reveal a previously uncataloged substance on the surface of the planet. This strange new substance (which can be a mineral or plant) has unquestionable scientific value and is quite possibly worth a lot of money too (30% **Schedule 3**; 50% **Schedule 2**; 20% **Schedule 1**).

No Atmosphere: The planet completely lacks any kind of atmosphere. It is exposed to the harsh vacuum of space. A planet with no atmosphere cannot support surface liquids. An away team must wear space suits here or suffer the effects of explosive decompression.

Noteworthy Moon: The planet has at least one moon that is worthy of further exploration. Generate another planet immediately from the table above to determine the composition of the Moon.

Ocean World: This planet can support liquid water. Indeed, its entire surface is covered with the stuff. The away team will require space suits to explore underwater here. The atmosphere, unless otherwise noted, is safe for humans.

Paradise World: This world is simply one of the most beautiful places you've ever seen. It embodies the best features of Earth multiplied by 10. It is very safe for human habitation and offers an abundance of food, water and shelter options.

Partially Terraformed: Large Terraforming devices on the surface of the planet are in the process of converting the atmosphere into a more hospitable one. Robots tend the machinery.

Placid: The weather here is especially gentle. No special effect.

Poisonous Atmosphere: The atmosphere contains chemical compounds which are corrosive to metal and poisonous to breathe. Ships in the atmosphere suffer 1 point of permanent *Toughness* loss per hour and away teams suffer 1 *Wound* per hour (regardless of protection). An away team must wear space suits here or die in seconds.

Predator Habitat: This planet is home to an indigenous species that is dangerous and predatory. This animal will actively hunt and kill explorers (see MONSTERS).

Radioactive Planet: This planet sets off Geiger counters from 1 AU away. Its surface is dangerously radioactive and lethal to anyone not properly shielded. It is possible to mine 1d4x5000 credits worth of radioactive fuel per month if your vessel is properly equipped.

Ringed: The planet has a number of rings of ice and debris orbiting it. There is a 50% the rings contain 1d4x1000 credits worth of semi-precious ore and a 50% chance that they conceal pirates.

Ruined: The surface of the planet shows signs of prior inhabitation. The away team finds 1d4 artifacts (60% **Schedule 3**; 30% **Schedule 2**; 10% **Schedule 1**).

Scorched Rock: The surface of this planet is unbearably hot. The away team will require space suits here or suffer the effects of overheating.

Sentient World: The planet itself is a living organism. There is a 50% chance that it is friendly toward the crew. If friendly it will try to communicate; if not it will try to chase visitors away with earthquakes.

Super Storms: The atmosphere is particularly violent here. Dangerously high winds are common. Normal flight is at half speed and visibility is half normal.

Strong Magnetic Field: The planet has an unusually strong electromagnetic field. Electronic equipment does not function properly in the presence of this energy. The planet is covered by a huge shimmering aurora that blocks sensor readings.

Swamp Planet: This marshy, misty world is a mixture of soft earth and water. Unless otherwise noted it is hospitable to human beings. Away teams will have to be wary of quicksand and sinkholes.

Terrestrial: This rocky planet is reminiscent of Earth. It supports water, life and a breathable atmosphere.

Tidally Locked: This planet does not rotate on its axis: one side is perpetually in darkness, the other side perpetually in light.

Toxic Planet: The surface of this planet is covered with acid pools, poisonous gas vents and noxious clouds. The away team will require space suits here or suffer the effects of lethal poisoning.

Uninhabited: This planet shows no signs of ever having been visited by intelligent life.

Once you have determined the properties of the new planet, use the table below to generate an encounter on the planet’s surface (if appropriate):

Planetary Encounter Table

Card Value	1st Draw	2nd Draw	3rd Draw
2	Indigenous Aliens	Engaged in a Battle	Pirate/Smuggler Base
3	Survey Team	Sheltering from a Storm	Imperial Outpost
4	Pirates	Burying/Uncovering Loot	Auto-Fabber
5	Mercenaries	Delivering Cargo	Mining Camp
6	Imperial Troops	Resupplying	Farmstead
7	Hostile Aliens	Escorting a VIP	Unregistered Space Port
8	Prospectors	Trading	Unregistered Town
9	Droids	Searching	Resource Node
10	Gangsters	Stranded	Recent Ruin
J	Settlers	Working	Parked Spaceship
Q	Friendly Aliens	Hunting	Mercenary Camp
K	Secret Army	Camping	Ancient Ruin
A	Genesi Errants	Constructing/Upgrading	Secret Lab
Joker	Rebel Troops	Delivering Secret Plans	Rebel Base

Ancient Ruin: You discover the ruins of settlement created by a long-departed race. A careful search reveals 1d4 artifacts and relics. All found relics are considered contraband until they have been properly analyzed and certified (60% **Schedule 3**; 30% **Schedule 2**; 10% **Schedule 1**).

Auto-Fabber: An Auto-Fabber is a “colony in a can”, a robotic, self-assembling habitat module that is typically sent in advance of a colony ship. The Auto-Fabber is in mid-deployment, using micro-bots to construct living spaces, fuel stockpiles and storage silos.

Camping: The group you encounter has set up a camp and is preparing to rest for the night. They have erected temporary shelters and set watches.

Constructing/Upgrading: You encounter a group that is either actively in the process of constructing a new base or making substantial upgrades to an existing structure. There are lots of tools and raw materials lying about.

Delivering Cargo: An important delivery of goods is being made on a hovertruck or some other form of heavy transport. If the cargo is intercepted it would have a street value of 1d10x1000 credits.

Delivering Secret Plans: Some sort of sensitive information is being transported via encrypted data crystal. Its carriers will go to extreme lengths to protect it. This information would easily be worth 1d4x10,000 credits to the right party.

Droids: You detect no life signs but find some unattended droids roaming in the area. There's a 50% chance these are 2d10+1 Combat Droids on a specific mission and a 50% chance that they are 1d4 general purpose droids performing some programmed errand.

Farmstead: There's a small farming settlement here. 2d12 locals are harvesting plants, water, energy or some other resource. They are generally wary around foreigners but will render aid if approached in a diplomatic manner.

Friendly Aliens: You encounter a band of 2d10+4 friendly aliens. They are happy to exchange news and won't fight unless they are attacked first. See *Appendix B* to determine what kind of aliens they are.

Gensei Errants: 1d4 Gensei Errants are on the surface of the planet conducting some errand for the Gensei Order. They will not exchange anything more than pleasantries with non-Gensei.

Hunting: The group you encounter is actively hunting for food or other valued resources.

Imperial Troops: A platoon of Imperial soldiers is occupying the surface of this planet (6d6+10 troops). They have a ship located somewhere in orbit. There's a 90% chance that they are Solar Protectorate troops and a 10% that they are with the Xar Empire.

Mercenary Camp: A Mercenary organization has set up a hideout/training facility on this world. This far from the influence of law and order, they have probably set themselves up as minor lords over the local populace (if any). 4d20+10 well-armed mercenaries are currently based here.

Mining Camp: A small mining camp has been erected here to provide living space for 2d20 prospectors. They are working a find located nearby. There's a 10% chance of locating a highly valuable ore deposit. The prospectors are Guild-affiliated and won't do business with non-Guild members.

Rebel Base: The Rebellion against the Solar Protectorate has a secret base located on this planet. The base is difficult to detect, requiring a *Notice -2* check. It is manned by 2d20+5 Rebel soldiers and at least one Commander. The Rebels are paranoid about being found and are very suspicious toward strangers. They will attempt to pose as something other than what they are.

Recent Ruin: There are still traces of smoke rising from this recently destroyed settlement. The bodies of the dead lie strewn about. There is nothing of value left in the wreckage. There's a 25% chance that the perpetrators are still nearby keeping an eye on things. Draw a second time to determine what kind of settlement was destroyed.

Resupplying: A group of travelers has stopped here to acquire food, provisions and basic supplies for a long journey. Depending on their disposition, they are either looking for trade or plunder.

Searching: A meticulous grid by grid search is being conducted for something important.

Secret Army: A secret army is based on this planet. They are not affiliated with any recognized power and do not react kindly to being discovered. 20d10 soldiers are stationed here (see MONSTERS).

Sheltering from a Storm: Some sort of violent storm (wind, sand or solar) has forced a group of travelers to seek the protection of hard cover.

Stranded: A group of travelers has become stranded here, either because of a mechanical failure on their ship or because they were exiled here.

Survey Team: Some government has deployed a 2d6+4 member survey team to explore this planet to determine its fitness for a future colony. There's a 25% chance the team is composed of droids.

Trading: Two groups are involved in a business transaction of some kind. There's a 25% chance that contraband is involved.

Working: You encounter a group of beings preoccupied with some sort of work. It is possible to escape detection if you give the group a wide berth.

SPACE TRAVEL:

Space Travel is accomplished in one of three ways:

- **Slingcast**
- **Warp**
- **Conventional Engines**

Every class of spaceship comes equipped with **Conventional Engines**. These basic drives enable interplanetary travel in-system. While it is theoretically possible to travel between star systems on conventional power alone, doing so is not advisable because conventional engines can muster, at most, 0.5c thrust (half the speed of light). A journey of one light year would still take 2 years and that's only far enough to get even more lost, not anywhere close to the next star system. At these speeds, it still takes anywhere from 10 to 20 hours just to fly from a system's sun to its outermost planet.

If anyone attempts to explore interstellar space on conventional power, consult "Deep Space Travel" below.

Slingcasting is the primary means of long-distance interstellar travel in the Protectorate. This method of propulsion involves traveling upon a pre-determined pathway between two *Slingcasters* located in different star systems. Each 'caster projects a focusing tachyon beam that keeps the departure and destination points in alignment. The station draws power from a solar-pumped laser to produce a "warp pulse" that pushes a ship along this path to its destination at FTL speeds. In essence it is like a supra-luminal game of baseball in which one station pitches while the other catches.

Naturally, Slingcasters are of tremendous strategic importance to the Solar Protectorate. They defend each station with at least a full Wing of ships.

It is possible to execute a dangerous maneuver while Slingcasting called *Veering*. Veering allows you to travel to other locations off the Slingcast line. It requires sharp *Astrogration* skills and a very steady hand. The Protectorate does not condone veering but there are no official sanctions against those that do it -- the potential benefits that can be gained from new discoveries offset the risks that veering presents. Pilots who engage in this sort of extreme piloting are known as *Slingnauts*.

To successfully *veer* to a known location in Deep Space, the Slingnaut must succeed an *Astrogation -4* check. If the *Astrogation* check fails, the ship ends up lost in Deep Space (see below).

Slingcasters are available for anyone to use provided they can afford the nominal transit fees (*Fighter* class ships are charged about 50 credits and *Capital Ships* are charged 1000).

Warp travel is similar to Slingcasting, but doesn't require the use of static stations. Warp capable ships have a drive system on board that generates a warp field around the ship, making it "slippery" in space-time. At present, only the Xar Empire possesses this propulsion technology, but the Protectorate is sinking considerable resources into its development.

A successful *Astrogation* check is required to safely warp from one system to another. When warping into or out of a location in Deep Space, there is a -4 penalty on the *Astrogation* check. If the *Astrogation* check fails, the ship ends up lost in Deep Space (see below).

Deep Space Travel:

When a pilot fails an *Astrogation* check during warp, or attempts interstellar travel under conventional power, they end up lost in Deep Space™. A journey through Deep Space can take months or years to complete.

The journey is represented by a series of “phases”, each accounting for about a week of travel time. During each phase the pilot will make a number of rolls to determine whether or not they reach their intended destination (wherever that may be). At the beginning of each phase the pilot must make an *Astrogation* check. For each success or raise on this roll, the pilot will be able to add +1 to their subsequent Deep Space Travel Event rolls. If the *Astrogation* check fails, the pilot will suffer a -1 to all subsequent Event rolls for that phase.

Next, the pilot rolls three twelve-sided dice and consults the table below. Each die corresponds to one of the tracks in the Deep Space Travel Event table: Encounter, Ship Condition and Progress. The first roll determines what encounters you have (if any); the second roll describes conditions on the ship; and the third roll charts your progress toward your destination. Don't forget to apply *Astrogation* penalties or bonuses to the results!

Refer to the descriptions for each of these events and calculate any outcomes that may result. If the pilot achieves a “Arrive at Destination” result on the Progress track, Deep Space Travel is over. If any other result is rolled, the journey continues for another week-long phase.

Some Events will apply a cumulative bonus to future Event rolls. Keep careful track of these on a sheet of paper as they accumulate. Additionally, if any Event causes a particular track to be reset to zero, it loses all accumulated bonuses and penalties.

Deep Space Travel Event Table:

d12 Roll	Encounter	Ship Condition	Progress
<1	Hostile Encounter	Breakdown	Lost
1	Uneventful	All Systems Green	Making Progress
2	Uneventful	All Systems Green	Making Progress
3	Resource Discovery	Maintenance	Gravity Whip
4	Sensor Readings	Efficient Operation	Hazardous Sector
5	Solar Storm	System Malfunction	Navigation Error
6	Detected	Breakdown	Lost
7	Point of Interest	Resource Shortage	Long Way Round
8	Nebula	System Malfunction	Navigation Error

9	Sensor Readings	Efficient Operation	Space Lanes
10	Impulse Wake	Maintenance	Shortcut
11	Uneventful	All Systems Green	Making Progress
12	Uneventful	All Systems Green	Making Progress
13+	Friendly Encounter	High Performance	Arrive at Destination

All Systems Green: Everything is working smoothly. There are no issues reported from any duty station. No modifier.

Arrive at Destination: You have made it to your destination. Congratulations!

Breakdown: Your engines need to be taken offline while you make crucial repairs to a failed sub-system. Set your "Progress" and "Ship Condition" modifiers back to zero and suffer a -2 penalty to all future "Encounter" rolls.

Detected: Hostile vessels have picked you up on their long range scans and are beginning to pursue. Suffer a -2 penalty to all future "Encounter" rolls.

Maintenance: Your engineer is performing regularly scheduled maintenance on key systems. You may ignore a single "Breakdown" result.

Efficient Operation: You are not just running within expected tolerances, but you have managed to optimize output from all stations. Gain a +1 bonus to all future "Ship Condition" rolls.

Friendly Encounter: By chance your ship crosses paths with another friendly traveler, a merchant, diplomat or Slingnaut. Friendly spacers will exchange news and share navigation data with you, protecting you from a single instance of the "Lost" result. Reset your "Encounter" modifier back to zero.

Gravity Whip: Your pilot pulls off a gravity whip, greatly enhancing your velocity. Your ship doesn't need to consume as much fuel. Gain a +1 bonus to all future "Ship Condition" rolls.

Hazardous Sector: You have charted a course near some known hazard. Things could get dicey here. Suffer a -1 penalty to all future "Encounter" rolls.

High Performance: Your engineer has worked a minor miracle and has boosted your engine output by 25%. Gain a +1 bonus to all future "Progress" rolls. Set your "Ship Condition" modifier back to zero.

Hostile Encounter: You have been intercepted by hostile forces. 50% chance of pirates; 50% chance of Imperial patrol (either Xar or Protectorate). They will likely spare anyone who surrenders without a fight, but arrest or enslave your crew. Reset your "Encounter" modifier back to zero.

Impulse Wake: You have chanced upon an impulse wake that you can "surf" on to gain some speed. Gain a +1 bonus to all future "Progress" rolls.

Resource Shortage: You are running dangerously low on a particular resource whether it be food, fuel or breathable air. If you roll this result a second time you will run out of this resource. This will require you to "put down" or "abandon ship" unless you make a "Resource Discovery". Suffer a -1 penalty to all future "Ship Condition" rolls.

System Malfunction: Some critical system on your ship is not operating correctly and needs to be serviced on the fly. Suffer a -1 penalty to all future "Ship Condition" rolls.

Resource Discovery: Your sensors detect the presence of exploitable resources on a nearby asteroid, uncharted planet or shipwreck. This will eliminate any "Resource Shortage" you may be suffering from. If you are not suffering from a resource shortage, your salvage teams can harvest a surplus that enables you to run over capacity, gaining +1 bonus to all future "Ship Condition" rolls.

Uneventful: Your journey is quiet and peaceful. No modifier.

Navigation Error: one of your Astrogation calculations was incorrect. Suffer a -1 penalty to all future "Progress" rolls.

Making Progress: you've covered a lot of space and are getting closer to your destination. Gain a +1 bonus to all future "Progress" rolls.

Lost: You hate to say it but you have no idea where you are. Time to toss out your flight plan and draft a new one. Reset your "Progress" modifier back to zero. Suffer a -2 penalty to all future "Encounter" rolls.

Sensor Readings: your long range scanners detect the presence of nearby vessels. You are less likely to be caught flat footed. Gain a +1 bonus to all future "Encounter" rolls.

Solar Storm: intense radiation from a nearby solar storm is playing havoc with your sensors. Suffer a -1 penalty to all future "Encounter" rolls.

Nebula: a nebula lies in your flight path, obscuring your sensor readouts. Suffer a -1 penalty to all future "Encounter" rolls.

Shortcut: in a stroke of inspiration, your navigator found a shortcut that will shave considerable time off of your journey. Add a +2 bonus to all future "Progress" rolls.

Long Way Round: you are forced to take a major detour to avoid a local hazard. Suffer a -2 penalty to all future "Progress" rolls.

Point of Interest: You have discovered an uncharted point of interest, whether it is a planetoid, derelict vessel or remote station. If you stop to explore it, suffer a -2 penalty to all future "Progress" checks but have a random *Planetary Encounter*.

Space Lanes: You have charted a course near some heavily traveled space lanes. Your journey should be safer here. Gain a +1 bonus to all future "Encounter" rolls.

SPACE PORTS:

Ahh, such wretched hives of scum and villainy! Space Ports are wonderful places for characters to lounge around between missions, to take a break during missions or to discover new missions altogether. They almost always have something going on no matter how remote the location.

Space Ports come in a variety of sizes. As the size of a Space Port increases, so do the number of Points of Interest that it supports:

Size	# of POIs	Examples
Remote Outpost	1d4	A New Colony, a Listening Post, a Research Station, a Farm Town
Small Hub	2d4+2	A Slingcaster Station, an Orbital Base, a Mining Town, a Military Outpost, a Fueling Station
Major Hub	3d4+3	An Orbital Refinery, a Shipyard, an Established Colony, an Asteroid Base
Bustling Hive	4d4+4	An Orbital City, a Metropolis

The very largest Space Ports, such as those located on Capitol Worlds, will have all of these services available in abundance.

To randomly determine the Points of Interest that a Space Port has, you can draw cards from a standard deck of playing cards and consult the table below:

Point of Interest Table:

Card Value	♣Club♣	♠Spade♠	♦Diamond♦	♥Heart♥
2	Junkyard	Chop-Shop	Assay Office	News Kiosk
3	Refinery	Seedy Tavern	Armory	Courier Service
4	Fuel Station	Pawn Broker	General Store	Police Station
5	Small Shipyard	Dance Club	Moneychanger	Consulate
6	Drydock	Music Club	Merchant Guild	Customs Office
7	Droid Shop	Spacer Bar	Auction House	Bunk House
8	Mining Guild	Den of Iniquity	Bazaar	Cafeteria
9	Medium Shipyard	Rowdy Club	Travel Agent	Comfort House
10	Custom Shipyard	Mercenary Company	Corporate Office	Hotel
J	Warehouse	Swanky Lounge	Luxury Store	Hospital
Q	Stockyard	Casino	Mega Mall	Bounty Hunter's Guild
K	Vehicle Shop	Disco	Interstellar Exchange	Jail
A	Huge Shipyard	Gangster Den	Interstellar Bank	Imperial Garrison
Joker	Redraw Twice			

Armory: A place to buy personal armament. There are usually 1d2 bodyguards on staff to help deal with unruly customers.

Assay Office: In space new discoveries are made almost every day. The assay office is where prospectors and explorers go to make a legal claim for some new discovery and to have appraisals made of the discovery's worth. Opportunistic merchants and hirelings wait nearby to attach themselves to any successful fortune seekers.

Auction House: This is where rare items and collectibles are sold to discriminating buyers. Auctions are generally held once a week and will feature a range of alien artifacts, limited production hand crafts, art objects and special interest data crystals.

Bazaar: An open air street market. Most regular gear can be found here but no weapons or armor.

Bounty Hunters Guild: The Bounty Hunter's Guild is a brotherhood dedicated to hunting and capturing people for a fee. Often they will be employed by law enforcement to catch criminals that skip bail but they can also be hired by private citizens to undertake missions of a more secret nature. Bounty Hunters are generally highly skilled and well equipped; they are dangerous men and women. They will sell Bounty Hunting licenses to anyone who can prove their worth in battle. These licenses cost 1000 credits a year to maintain.

Bunk House: These are the cheapest available lodgings for travelers on a budget (10 credits per night). The Bunk House provides a simple bed with shared lavatories and is usually attached to a Cafeteria. These places tend to attract petty thieves and con artists.

Cafeteria: A large hall that serves buffet style food from a variety of alien cuisines. This is a good place to meet locals.

Casino: Games of chance are available here for those with the credits to burn. Characters can make a *Gambling* roll once per hour to determine if they win any money. Table games require 100 credit minimums. 1d4x100 credits are won or lost depending on the outcome of the *Gambling* roll. A gambler wins an additional 1d4x100 credits for each *Raise*. Once a character rolls three *Raises* on their *Gambling* checks, they are politely herded to a "High Rollers Lounge" and are not permitted to gamble any more that day. This is a fine place to make *Underworld* contacts.

Chop-Shop: Sells ship parts at junkyard prices (1/4 of list price). Don't ask where the parts came from!

Comfort House: A combination of luxury hotel, day spa and adult entertainment venue, the comfort house is where well-heeled and distinguished patrons pass their time while in port. These clubs are exclusive and private (250 credits per night). Characters who rest here for a week gain a +2 bonus to *Natural Healing* rolls.

Consulate: Some foreign power has established a diplomatic office here. Randomly determine which alien race it is for. Under Imperial law, Diplomats are extended a measure of protection from local law enforcement. Within their walls, the diplomats enjoy the benefits of extraterritoriality. There are 1d4 diplomatic attaches stationed here along with 4d6 personal guards. The consulate can arrange travel visas for foreign visitors and, in extreme cases, offer political asylum.

Corporate Office: A major corporation maintains an office here. Corporation security will not allow anyone who has not been specifically invited to enter company facilities.

Courier Service: Professional couriers carry data and small packages to any destination in known space. A courier's reputation is based on their speed and discretion.

Custom Shipyard: Custom shipyards specialize in after-market customizations. They can modify or improve an existing ship for a fee.

Customs Office: This government office is in charge of levying and collecting duties on all trade coming into the space port. There's a 10% duty charged on the market value of all goods. Visiting merchants

must submit themselves to inspection by the Customs Patrol. The Customs Agent is supported by 4d6 armed soldiers who enforce his policies.

Dance Club: This place features exotic dancers of all alien extractions cavorting for credits and favors from the toasted patrons.

Den of Iniquity: A house of ill repute. This is a place where adult companionship with strange aliens and contraband substances can be obtained.

Disco: You can feel this place well before you enter it. The pulsing throb of pan-galactic, post-organic music and staccato prisms of light make the very atmosphere of this place a potent cocktail. Soft-core contraband and romantic companionship is available to those with the stamina to put up with this environment.

Droid Shop: A store that sells and repairs all manner of Droids. Droid characters can get fixed up here for a fee.

Drydock: This yard specializes in repairing space vessels. It costs 25% of a ship's base cost to repair one *Wound* worth of damage.

Fuel Station: This depot provides a place to refuel your space ship and receive basic maintenance (24 point engine check, etc.) There are always a couple of mechanically savvy people hanging around here.

Gangster Den: This bar is the official turf of a criminal gang. Everyone here is either a Made Man or an associate of some kind. Strangers are generally not welcome unless they are specifically invited. This is the perfect place to go to meet *Underworld* types.

General Store: Any sort of common miscellaneous goods can be purchased here -- clothes, perishables, cosmetics, etc.

Hospital: A place to receive treatment for *Wounds*. The medical droids here will heal injuries for those with the cash (100 credits per *Wound* and 500 credits per Injury)

Hotel: Adequate, secured, private lodging (100 credits per night)

Huge Shipyard: This is a shipyard with the works. It is capable of servicing *Destroyer* class vessels and larger.

Imperial Garrison: Either the Xar Empire or Solar Protectorate has decided to install a full-time presence here. They have stationed 5d10 troops in a secured barracks. For every 5 troops there is a Sergeant or Lieutenant. The entire detachment is led by a Captain. The garrison performs regular patrols and visits all of the establishments in Port. They maintain a constant lookout for known criminals.

Interstellar Bank: This is a branch office for one of the large Interstellar Banks operating out of the Protectorate. Citizens in good standing can open an account with the bank and safely keep credits stored here. Banks will extend loans to customers with steady income (at single digit rates). All banks employ private security in addition to having a direct line to the local authorities.

Interstellar Exchange: A branch office for the Protectorate's Interstellar Stock Market. Shares of corporations can be bought and sold here by anyone with a valid account. There's usually about 3d10 Merchants roaming around here.

Jail: The local constabulary maintains a jail here for incarcerating miscreants. By its very existence you get the sense that this must be a rowdy port. 1d4+1 police officers man the jail at all times and at any given time there will be 2d6 guests in attendance. The jail maintains contact with interstellar law enforcement agencies so the jailors will call in reinforcements if faced with a disturbance they can't handle.

Junkyard: This is where space ships go to die. In amongst the wreckage you have a 10% chance per day of finding a serviceable replacement for some ship part. Junk parts can be purchased at 1/4 their normal value.

Luxury Store: This boutique sells very high end leisure and fashion items. The cheapest thing in the store costs 1000 credits and most of it is the sort of frippery that would only appeal to a Society type. If that's the look you are trying to cultivate, however, this is the place for you.

Medium Shipyard: A Medium Shipyard sells and services mid-size craft, including all *Fighter* and *Cruiser* classes.

Mega Mall: This huge shopping megaplex offers multiple floors of glitzy commerce. Any common items can be found here.

Mercenary Company: A mercenary outfit has set up shop here. Their services can be hired as bodyguards and private soldiers. The going rate is about 200 credits per person per day.

Merchant Guild: The Merchant's Guild has several arms dealing with different classes of commerce, ranging from interplanetary trade to local shopkeeping. A guild license is required in order to be a certified seller of goods and services. This license costs 5000 credits per year to maintain.

Mining Guild: The mining guild is a union of corporate miners that controls the interstellar ore market. You can buy raw ore and refined ingots from them at guild-fixed prices (25% above market value). You can also buy a guild membership here if you'd like to become a legit space prospector (for a cost of 5000 credits per year).

Moneychanger: Operating as a sort of independent banker, the moneychanger will exchange currencies of one type for another, so that visiting aliens can conduct business in local markets. Moneychangers also provide loans of credit, usually at pretty poor (double digit) rates.

Music Club: This establishment provides a venue for musical acts to ply their trade.

News Kiosk: Futuristic convenience store that sells snacks, drinks and electronic media.

Pawn Broker: Buys and sells used goods. A great place to pick up a weapon on short notice with no questions asked.

Police Station: A local law enforcement agency. Each Police Station is run by a Captain who is supported by 3d6 Officers. They perform regular patrols and can call in military reinforcements if necessary.

Refinery: Ore is refined here into sellable ingots. Raw and refined ore can be bought and sold here at market price. Only licensed *Mining Guild* members are permitted to do business here.

Rowdy Club: You can hear this place well before you enter it. Inside there's a raucous party raging 24x7. Most of the patrons are very inebriated. It straddles a knife's edge between being lots of fun and a really bad idea.

Seedy Tavern: This place is a dump; the drinks are terrible and the clientele is surly. Watch your back here! Good place to make *Underworld* contacts.

Small Shipyard: Sells personal spacecraft -- shuttles, yachts and used *Foxbats*.

Spacer Bar: This watering hole is frequented by long-haul space travelers. It is a good place to meet freighter captains, smugglers and fighter jocks.

Stockyard: A stockyard holds wholesale goods for market. You can buy bulk trade goods here if you have a *Merchant Guild* license.

Swanky Lounge: This drinking establishment is higher class than most. The atmosphere is more luxurious and sedate, catering to wealthy patrons who want to share a quiet drink and a private conversation. Soundproof booths can be rented for especially sensitive conversations.

Travel Agent: Travel Agents book passage on passenger star ships to other planets and star systems. Ticket costs vary depending upon the distance of the journey and the quality of the accommodations.

Vehicle Shop: A vehicle shop sells terrestrial transportation vehicles, including hovercars, jet bikes and wheeled transports.

Warehouse: Holds cargo for some Corporation or another. This building is large, locked and guarded round the clock. There's a 50% chance that the Warehouse Manager has space for rent if any characters are looking to securely store goods.

A Point of Interest will always have at least 1d4 denizens but you may wish to increase this number for busier establishments (such as a Disco). Again, feel free to use the table below to generate some P.O.I. occupants on the fly.

Space Port Denizens Table:

Card Value	♣Club♣	♠Spade♠	♦Diamond♦	♥Heart♥
2	Asteroid Rancher	Thug	Valet	Facility Manager
3	Slingnaut	Smuggler	Shopkeeper	Diplomat
4	Fighter Jock	Contraband Dealer	Banker	Customer Official
5	Stevedore	Mercenary	Company Agent	Police Officer
6	Mechanic	Arms Dealer	Tourist	Bounty Hunter
7	Computer Tech	Thief	Guildsman	Doctor
8	Robotician	Gunslinger	Merchant	Marine
9	Cartographer	Fence	Collector	Journalist
10	Navigator	Information Broker	Trader	Investigator
J	Flight Officer	Gambler	Entertainer	Courier
Q	Deck Officer	Reveler	Tradesman	Military Officer
K	Engineer	Gangster	Guide	Imperial Officer
A	Starship Captain	Assassin	Tycoon	Genesi Errant
Joker	Rebel			

Assassin: This unsavory character is a hired killer. They exude a palpable aura of danger and carry at least two weapons that you can see. There's a 25% chance they are already on an assignment.

Asteroid Rancher: These deep space prospectors spend most of their time carving ore out of distant asteroids and hauling it back to refineries for processing. They are typically coarse and fiercely independent.

Computer Tech: Someone who is skilled in programming and computer maintenance. They often find employment as system technicians on larger space vessels and stations.

Collector: This discriminating shopper is looking for something in particular and wouldn't mind help obtaining whatever it is they are looking for. There's a 25% chance they're looking for something contraband and are trying to make discreet inquiries along those lines.

Company Agent: This well dressed professional is here on some Corporate errand, whether its meeting with suppliers, distributors or customers. If they are molested in any way their Company will call upon Imperial connections to seek redress for grievances.

Contraband Dealer: Psst! Hey, buddy, want to buy some Crystals? The Contraband Dealer can help connect you with suppliers for whatever vice you fancy. If you seem too square they won't give you the time of day.

Courier: Responsible for delivering private messages and personal items to people with guaranteed discretion.

Deck Officer: This person works at a local shipyard or hangar bay as a supervisor of some kind. They know a lot about the comings and goings of different ships.

Engineer: Responsible for star ship maintenance. The engineer is either enjoying some shore time or is shopping for supplies that the ship needs.

Entertainer: Whether it's singing, dancing or telling jokes, this performer earns their bread by entertaining travelers.

Facility Manager: Either a custodian or some sort of middle-management drone in charge of basic services at the Space Port; a good source of current news.

Fence: The shadier version of a *Trader*, a Fence can liquidate questionable goods for cash through Underworld channels. They primarily deal in stolen goods and contraband.

Fighter Jock: A fighter pilot enjoying a bit of R&R time; probably wearing a flight suit, uniform or some other distinctive outfit. 50% chance of being a freelance pilot or military pilot.

Gambler: The Gambler is looking for games of chance. There's a very good chance they are dangerously in debt.

Gangster: Someone with underworld ties. They are "made men". If you mess with this character, you will become a marked man; usually accompanied by 1d2 bodyguards/thugs. Gangsters can provide you with loans and access to contraband if they feel like it.

Gensei Errant: A robed Gensei priest carrying a laser sword. Here to further their training or to conduct secret Gensei Order business; notoriously prickly.

Guide: Guides sell their services to tourists and other visitors as personal liaisons and agents. They show people around and can help make arrangement for accommodation.

Imperial Officer: Someone representing either the Xar Empire or the Solar Protectorate in an official capacity; a uniformed officer with 1d4+1 bodyguards in tow. Don't give them an excuse to take an interest in you!

Information Broker: Fancy name for a Spy. An Information Broker will sell secrets for extortionate fees. They can also be hired to obtain specific information, but this will take a considerable investment of time and credits.

Merchant: A successful independent business person; specializes in some particular line of business.

Military Officer: Someone who is a ranking member of a local militia or interplanetary defense force. Will be armed and in uniform.

Rebel: This person is secretly a Rebel Operative. Draw again to determine which cover identity the Operative is traveling under. The Operative knows the location and strength of all local Rebel forces and has been entrusted with an urgent mission of some kind.

Reveler: Someone who's just trying to have a good time! WOOHOOO!! Next round's on him!

Slingnaut: Deep space explorers and daredevils; have seen lots of crazy stuff.

Smuggler: The Smuggler sells his services as a discreet cargo and passenger hauler. He'll move your goods no questions asked for the right price. Only works with people who have been properly introduced.

Stevedore: Essentially a dock worker, cargo hauler and general starport laborer. Stevedores are usually tough, strong and are the epitome of the blue collar worker.

Thug: Hired muscle; a goon. Interests include: punching things, drinking excessively, scowling.

Tourist: An out-of-towner who's either here to see the sights or is on their way to someplace more interesting; usually in a spending mood.

Trader: Traders are classic middle-men: they negotiate deals. If you are trying to find something rare, a broker is a good person to talk to: if they don't know exactly where to find what you need they probably know someone who does. Traders are willing to take things off of your hands for a modest markup if you need to offload goods quickly.

Tradesman: Someone who builds things for a living; a blue collar type.

Tycoon: Ah to be filthy rich! Tycoons don't usually advertise their status, but something about the way this guy is dressed and his 2d4 bodyguards tells you that he's someone important.

Valet: A personal servant of someone rich and powerful; running an important errand for their employer.

And finally, what self-respecting Space Port would be complete without some intrigues and plots

Space Station Mission Generator:

Card	1 st Draw	2 nd Draw		3 rd Draw		4 th Draw
2	Infiltrate & Spy on	Black Market Traders	Opposed by	1d6+2 Battle Droids	In/At	A Public Market

3	Smuggle Schedule 2/3 Contraband for	A Diplomat	Opposed by	1d6+2 Gangsters	In/At	A Slum
4	Track & Locate	A Guild Agent	Opposed by	2d6+4 Gangsters	In/At	A Nightclub
5	Deliver Cargo to	A Protocol Droid	Opposed by	2d20+10 Gangsters	In/At	A Docked Ship
6	Deliver Information to	Imperial Agents	Opposed by	1d6+2 Imperial Operatives	In/At	A Fortified Bunker
7	Sabotage/Destroy	A Starship Captain	Opposed by	1d6+2 Rebel Operatives	In/At	A Luxury Suite
8	Rob/Burglarize	A Slingnaut	Opposed by	1d6+2 Cyborgs	In/At	A Laboratory
9	Pick-Up Cargo from	A Smuggler	Opposed by	1d4+2 Alien Predators	In/At	A Factory/Refinery
10	Retrieve Information from	A Fugitive	Opposed by	2d6+4 Police Soldiers	In/At	A Corporate Enclave
J	Datajack	A Gangster	Opposed by	2d6+4 Gang Operatives	In/At	A Stealthed Hideout
Q	Broker a Sale with	Rebel Operatives	Opposed by	2d20+10 Militia Soldiers	In/At	A Gangster Den
K	Escort	A Noble	Opposed by	1d6+2 Bounty Hunters	In/At	An Imperial Enclave
A	Assassinate	A Station Administrator	Opposed by	1d6+2 Super Soldiers	In/At	A Secret Planetary Base
Joker	Smuggle Schedule 1 Contraband for	A Gensei Ronin	Opposed by	1d4 Gensei Errants	In/At	An Alien Ruin

Alien Ruin: An abandoned alien base containing technological relics of significance. This base may be in a remote or derelict part of the station or located on a nearby planetoid. A thorough search will reveal 1d4 pieces of contraband technology (60% **Schedule 3**; 30% **Schedule 2**; 10% **Schedule 1**). There's also a 25% chance that the ruin is booby-trapped (i.e. wired with explosives, guarded by laser turrets, etc.)

Black Market Traders: A band of 1d6+2 traders and bodyguards who specialize in buying and selling contraband. They will not work with people who haven't been properly introduced through *Underworld Connections*.

Corporate Enclave: This secured location is an office for a Guild or Megacorporation. Garish logos clearly proclaim the facility's corporate affiliation. A force of 2d6 private security guards patrol the building and keep uninvited guests out.

Diplomat: An ambassador representing a randomly selected alien race (see *Appendix B*). This individual enjoys the benefits of diplomatic immunity and cannot be detained for a crime. Any violent actions against this person will result in military reprisal and economic sanctions.

Docked Ship: This *Cruiser* or larger sized vessel is docked at the space station. Maintenance crews are servicing the ship and it is kept under constant surveillance. A challenging *Lockpicking* roll will be required to break in.

Factory/Refinery: This large building is dedicated to heavy industry. Assembly lines, robotic workers and cranes are busily producing whatever refined material the factory has been programmed to create. This space is full of environmental hazards, ranging from vats of molten metal to hydraulic presses and plasma torches.

Fortified Bunker: A well shielded and heavily armored safehouse located in a secure part of the station. *Heavy Weapons* are required to break in. A security detail of 1d6+3 armed guards patrol the bunker.

Fugitive: The fugitive is on the run from the law for some real or imagined crime. Bounty Hunters are looking for him! He will be doing his best to maintain a low profile.

Gangster: This character is all mobbed up. He's in tight with the local syndicates. Will not work with people who haven't been properly introduced through *Underworld Connections*.

Gangster Den: By all appearances this is your typical spaceport dive bar but it is actually a gang stronghold. 2d10+2 syndicate thugs keep an eye on the place and rough up any outsiders who wander in. If you have *Underworld Connections* or a talent for *Persuasion* you can fast-talk your way into a quiet booth.

Gensei Ronin: A Gensei who has broken ranks with the Temple and gone independent. This powerful individual is unpredictable and dangerous; they serve no master but themselves.

Guild Agent: This person represents one of the major Guilds or Megacorporations (such as the Mining Guild). They are here to transact big money deals and have little patience for small time operators.

Imperial Agents: 1d4+1 spies representing either the Solar Protectorate or the Xar Empire have established a cell here. They will not reveal themselves willingly to anyone who lacks *Imperial Connections*.

Imperial Enclave: A highly secured bunker that has an equal chance of flying a Solar Protectorate or Xar Empire banner. A platoon strength detachment of stormtroopers (2d20+10) defend this location. Unless you have *Imperial Connections* you will be detained and interrogated if you're found poking around here.

Laboratory: Well stocked with computers, robotic assistants and workbenches, this lab is managed by a staff of 1d4+1 scientists working on privately funded experiments. The laboratory is a clean environment that can go on contamination lockdown at the push of a button.

Luxury Suite: These premium accommodations are located in the station's high-rent district. The door is bio-locked to the suite owner's DNA and a private security force maintains watch over the property.

Nightclub: A bar and dance club that stays open all night long. The scene is loud and wild. Recreational substances are available for purchase. This is a good place to have a discreet meeting.

Noble: An aristocrat with 1d4 valets and bodyguards in tow. The Noble won't talk to anyone with less than a +1 *Charisma* unless given inducements.

Protocol Droid: This affable and trusting robot has been given explicit instructions to carry out some deal on behalf of its master.

Public Market: A wide open plaza filled with 4d10 civilians and shopkeepers. Any violence in this part of the station is sure to attract law enforcement officials. If anyone harms any innocent bystanders they will open themselves up to legal action.

Rebel Operative: 1d4+1 rebel operatives have established a cell here. They will not reveal themselves willingly to anyone who lacks *Rebel Connections*.

Secret Planetary Base: The location of this base is actually off-station on a nearby planet or moon. Starship travel will be required to get there. The location of the base itself is unknown; *Investigation* and *Persuasion* talents will be required to uncover clues leading to its discovery.

Slingnaut: An astronavigational daredevil with a terminal adrenaline addiction. The Slingnaut has access to a ship and likely has a collection of valuable Astrogation charts. There's a 5% chance his ship is a *Slingship*.

Slum: This part of the station is run-down and dangerous. Locals will not go out of their way to help you. One or more gangs operate here and will hassle outsiders.

Smuggler: The smuggler is between jobs at the moment, cooling his heels in the station cantina. He'd be willing to take on passengers or cargo for the right fee. He has access to his own personal starship and is backed up by 1d2 henchmen.

Starship Captain: This pilot owns and operates a private starship. They will have 1d6+1 crewmen supporting them.

Station Administrator: This individual is either in charge of the space station or is someone important on the Chief Administrator's staff. They have access to 2d6 security droids or guards and will not hesitate to take legal action if harassed.

Stealthed Hideout: A secret base that is obscured by light refracting and electronic warfare screens. The location of the base is unknown; *Investigation* and *Persuasion* talents will be required to uncover clues leading to its discovery.

POWER GROUPS:

The Belters:

This band of independently minded rebels and prospectors live on uncharted asteroids to avoid paying Protectorate and Mining Guild taxes. The Solar Protectorate has devoted considerable resources toward uprooting and crushing these malcontents, but since their exact numbers and whereabouts remain fluid the effort has proven to be daunting. Other Rebel factions have tried to reach out to the Belters, hoping to add their resourcefulness to the struggle against Empire, but the Belters pride themselves on not taking sides -- *any* side.

If someone was looking to disappear for a while and shake any legal tails they might have acquired, going to ground with the Belters wouldn't be a bad notion.

Drift Traders:

Not an organization so much as a lifestyle choice, *Drift Trader* is a term used to describe any deep-space merchant who risks life and limb plying non-commercial space lanes. Drift Traders are seldom associated with any Commerce Guilds and, as such, are entitled to carry whatever cargo they can get their hands on. Unsurprisingly this means that many Drift Traders also sideline as Smugglers.

The Drift Traders observe an unofficial creed which states that if a fellow captain is in distress, other members of the brotherhood must render assistance. This includes passing news and encoded warnings to each other when they are in comms range so that each Trader can keep abreast of local hazards.

Most Drift Traders are aliens who live outside the sphere of Protectorate law; their lack of central authority makes it difficult to police their actions. The *Cygnus* system is known to be something of a safe harbor for their kind.

The Gensei Order:

The Gensei are an ancient order of monks who live in a Grand Temple on Old Earth. Descendants of the ancient *Samurai* tradition, the Gensei are warrior-philosophers who are dedicated to the defense of law, tradition and peace. Though nominally neutral in all political matters, the simple truth is that because the Gensei place a high value on maintaining law and order, they always seem to come down on the side of the Establishment. This has led some to accuse the Gensei Order of being stooges for the Solar Protectorate. While they might sympathize with the plight of the Rebels, the Gensei Clerics would never move openly against the Protectorate because of the centuries old laws that consecrate the relationship between the Temple and Old Earth Government. If only they'd get out of the lotus position long enough to do something about the universe's problems, life might be better for the average spacer.

The Mining Guild:

The most financially powerful organization outside of the Two Empires, the Mining Guild holds a virtual monopoly over all ore-extraction operations in this corner of the galaxy. They work closely with both Empires to protect their extensive mineral rights and supply lavish bribes to guarantee this arrangement.

The Guild considers no means of consolidating power to be beneath them. As a result, they fund and maintain a large espionage directorate whose explicit mission is to sabotage and undermine any rival mining operation that they encounter.

The Belters have long been a thorn in the Mining Guild's side because of their flagrant disregard for corporate property and their dogged insistence upon squatting on Mining Guild claims.

The Oort Pirates:

This band of buccaneers, cutthroats and thieves occupy the frozen reaches between star systems. They make their living illegally mining fuel gases from cometary masses and taking down the occasional trade convoy. The Oort Pirates are experts at eluding detection, managing to keep clear of both the Xar and the Protectorate's defense forces.

It is rumored that the pirates actually have a base located on a comet. The current leader of this band is unknown but is clearly someone of singular cunning and brilliance.

The Rebellion:

When the Terran Senate was disbanded those few legislators who were lucky enough to escape imprisonment fled to the edges of SolSPACE where they pooled their resources and formed an armed rebellion against Protectorate rule. Mercilessly hunted by Imperial Operatives, the Rebellion does what it can from the shadows to thwart the ambitions of both the Protectorate and the Xar Empire. Their stated goal is to restore democratic rule for all races and to forge a New Republic that will protect the interests of the governed, rather than dictate them.

Rebel agents are always keeping an ear open to find adventurers who would be willing to undertake dangerous work in exchange for positions of honor in the New Republic.

The Solar Protectorate:

This Empire, based on Old Earth, controls SolSPACE and a number of neighboring star systems. For centuries Sol had been ruled by a democratic republic. When the Xar arrived and began to attack the outlying colonies of the old Terran Alliance a militant faction arose. This faction called itself *The Protectorate*. They orchestrated the overthrow of the last Terran President and installed themselves as the military governors of Old Earth. The Protectorate diverted all Earth industry toward making warships and launched a fleet against the Xar that succeeded in halting their advance. Bolstered by this success and a staggeringly high approval rating, the Protectorate moved to make their stewardship permanent, disbanding the Terran Senate and appointing a council of Directors to rule the Protectorate. Republican sympathizers were efficiently removed from power and silenced when necessary. Those that escaped detainment fled to the periphery of SolSPACE where they met up with like-minded renegades to form the Rebellion. The propaganda on Earth has most people convinced that if it weren't for the Protectorate, the Xar would be wearing their skins as hats.

The Xar Empire:

The powerful and sinister Xar came to SolSPACE about 40 years ago. This strange race of black-skinned, pale-eyed humanoids actually feed on light.

What makes the Xar truly terrible is their advanced space warp technology. The Xar do not need to use Slingcasters to propel their ships into hyperspace; they have developed some alternative method of anti-matter propulsion that allows their ships to traverse interstellar distances instantly. This gives them a strike capability that is unrivaled by any other known space-faring race. Even so, the Xar are reluctant to press this advantage too hard because the Solar Protectorate fleet outnumbers their navy and the Xar are fearful of having one of their ships captured and their technology reverse engineered. They will only ever attack from a position of overwhelming strength.

The Xar have put the brutish Tharn and conniving Sireneen under their boot. They prefer to use these races as their patsies, only getting directly involved in situations where a show of force is absolutely necessary.

The leader of the Xar is a being called the *Ma'Kaan Ki'ree*, a mysterious tyrant with undocumented powers.

MONSTERS:

Most threats that the party will encounter are of the two-legged, blaster-toting variety, with a few slavering alien beasts thrown in for good measure. Statistics for these common enemies are listed below.

To maintain the right level of “pulp” flavor in this campaign setting, all Monsters that use Blaster weapons have the *Spray and Pray* hindrance. This reduces their *Shooting* rolls by -1. In the movies, the gun-toting goons of the Imperial Overlords never seem to be able to hit the broad side of the barn and this hindrance is intended to reflect that. If you want your campaign to be more “hardcore” feel free to remove the hindrance from play.

Alien Predator:

This descriptor loosely incorporates any large, ferocious, carnivorous animal that a person might encounter on an alien world. Use your imagination when coming up with a physical description for this beast. While it might possess certain traits in common with iconic Terran predators (such as bears or lions) the Alien Predator should have some truly bizarre characteristics that defy Terran conventions.

Alien Predator				
Strength: d12+2	Smarts: d4(A)	Agility: d10	Spirit: d6	Vigor: d12
Pace: 8	Parry: 6	Dodge: 4	Toughness: 9	Fighting: d10
Gear & Weapons: Claw/Bite (STR + d4)				
Edges & Powers: <i>Improved Frenzy</i> (2 attacks per round); <i>Size + 1</i> ; <i>Fleet Footed</i>				

Battle Droid:

These robots are designed to serve a military function. Though they are generally humanoid in form, instead of arms these droids have Blaster and Electroblade mounts. The exact appearance of these droids varies from manufacturer to manufacturer.

Battle Droid				
Strength: d8	Smarts: d4	Agility: d6	Spirit: d8	Vigor: d6
Pace: 6	Parry: 5	Dodge: 4	Toughness: 8 (5)	Shoot/Fight: d6-1
Gear & Weapons: Blaster (2d6 Damage; 15/30/60 Range; 24 Shots); Electroblade (STR+d8+2 Damage; AP: 4)				
Edges & Powers: <i>Construct</i> ; <i>Hard to Kill</i> ; <i>Spray and Pray</i> (-1 to all Shooting rolls); <i>Metal Plating</i> (Armor +3)				

Bounty Hunter:

Bounty Hunters are skilled warriors who have chosen to undertake the high-stakes occupation of hunting down wanted criminals for credits. Their “tools of the trade” include an assortment of lethal and non-lethal weapons and state-of-the-art surveillance gear. Most Bounty Hunters are members of a Guild or some similar association so if you take one down you can usually expect their fellows to seek revenge.

Bounty Hunter (WC)				
Strength: d8	Smarts: d8	Agility: d8	Spirit: d8	Vigor: d8
Pace: 6 (12)	Parry: 6	Dodge: 4	Toughness: 9 (6)	Shoot/Fight: d8
Gear & Weapons: Blaster Carbine (2d6 Damage; 30/60/120 Range; 48 Shots; 3RB; 2-Handed); Jet Pack (jump 12 squares every 3 rounds); Scout Probe; Battle Armor (+3 Armor)				
Powers: <i>Marksmanship</i> (<i>Aim</i> as a move-action); <i>Woodsmanship</i> ; <i>Assassination</i> ; <i>Quick Draw</i>				

Constable:

Constables are peace officers. They tend to be lightly armed and will only enforce laws up to a point. If they are in over their heads, they aren't ashamed to call in reinforcements from the local authorities.

Constable				
Strength: d6	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d6
Pace: 6	Parry: 5	Dodge: 4	Toughness: 5	Shoot/Fight: d6-1
Gear & Weapons: Blaster (2d6 Damage; 15/30/60 Range; 24 Shots); Identification Badge				
Powers: <i>Spray and Pray</i> (-1 to all <i>Shooting</i> rolls)				

Cyborg:

Cyborgs are humanoids that have augmented their organic bodies with robotic and electronic implants. They are tough to bring down in a fight.

Cyborg				
Strength: d8	Smarts: d8	Agility: d8	Spirit: d8	Vigor: d8
Pace: 6	Parry: 9 (6)	Dodge: 7 (4)	Toughness: 8 (6)	Shoot/Fight: d8
Gear & Weapons: Blaster Carbine (2d6 Damage; 30/60/120 Range; 48 Shots; 3RB; 2-Handed)				
Powers: <i>Synthetic Plating</i> (+2 Armor); <i>Construct</i> ; <i>Hard to Kill</i> ; <i>Shield Generator</i> (+3 Parry/Dodge)				

Gangster:

Typical criminal scum that you would find in any Space Port.

Gangster				
Strength: d6	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d6
Pace: 6	Parry: 5	Dodge: 4	Toughness: 5	Shoot/Fight: d6-1
Gear & Weapons: Blaster (2d6 Damage; 15/30/60 Range; 24 Shots); Electroknife (STR+d4+2 Damage; AP: 2)				
Powers: <i>Underworld Connections</i> , <i>Spray and Pray</i> (-1 to all <i>Shooting</i> rolls)				

Gensei Initiate:

A Gensei Initiate is a new recruit of the Gensei Order. They are seldom encountered outside the Temple without an Errant chaperone. Though their powers are limited, they are still significantly more dangerous than your typical adversary and should be treated with respect.

Gensei Initiate (WC)				
Strength: d6	Smarts: d6	Agility: d8	Spirit: d8	Vigor: d6
Pace: 6	Parry: 7 (6)	Dodge: 5 (4)	Toughness: 5	Fighting: d8
Gear & Weapons: Laser Rapier (STR+d4+4; AP: 4; +1 <i>Parry</i>)				
Powers (10 PP): <i>Boost Rolls</i> (1 PP; can increase die rolls as a free action at a cost of one PP per point; duration is 1 round); <i>Dodge</i> ; <i>Parry</i> ranged attacks; <i>Martial Artist</i>				

Gensei Errant:

If you come across a Gensei during your travels, it is most likely that they will be Errants. These seasoned Gensei Warriors can spend several years traveling the galaxy as they seek to hone their abilities and achieve the next rank of enlightenment.

Gensei Errant (WC)				
Strength: d8	Smarts: d8	Agility: d10	Spirit: d10	Vigor: d8
Pace: 6	Parry: 7	Dodge: 5 (4)	Toughness: 6	Fighting: d10

Gear & Weapons: Laser Katana (STR+d6+6 Damage; AP: 6)
Powers (15 PP): <i>Boost Rolls</i> (1 PP; can increase die rolls as a free action at a cost of one PP per point; duration is 1 round); <i>Boost Trait</i> (2 PP; can increase traits as a free action at a cost of one point per die step; duration is 1 round); <i>Dodge</i> ; <i>Hit the Deck</i> (upgrades cover); <i>Deflect</i> ranged attacks; <i>Novice Fighting Style</i> (Random); <i>Exalted Teaching</i> (Combat Dervish)

Gensei Justiciar:

Justiciars are the sanctioned assassins of the Gensei Order. These dreaded killers spend most of their time hunting down *Ronin* Gensei but can, by decree of the Gensei High Council, be detailed to eliminate any perceived threat to the Order.

Gensei Justiciar (WC)				
Strength: d10	Smarts: d10	Agility: d12	Spirit: d12	Vigor: d10
Pace: 6	Parry: 9 (8)	Dodge: 5 (4)	Toughness: 7	Fighting: d12
Gear & Weapons: Plasma Staff (STR+d4+4 Damage; AP: 4; +1 <i>Parry</i> ; +1 <i>Reach</i> ; 2-Handed)				
Powers (20 PP): <i>Boost Rolls</i> (1 PP; can increase die rolls as a free action at a cost of one PP per point; duration is 1 round); <i>Boost Trait</i> (2 PP; can increase traits as a free action at a cost of one point per die step; duration is 1 round); <i>Dodge</i> ; <i>Hit the Deck</i> ; <i>Evasion</i> (<i>Agility</i> -2 to avoid AoE damage); <i>Deflect</i> blind-side ranged attacks; <i>Unflankable</i> ; <i>Adept Fighting Style</i> (Random); <i>Exalted Teachings</i> (Combat Dervish, Mind Trick)				

Operative:

Operatives are highly trained spies in the employ of either the Solar Protectorate or Xar Empire. They are masters of stealth, intrusion and datajacking. Part of the rigorous Operative training includes intense weapons and martial arts training, so an Operative is a dangerous opponent in one-on-one situations.

Operative				
Strength: d8	Smarts: d8	Agility: d8	Spirit: d8	Vigor: d8
Pace: 6	Parry: 6	Dodge: 5	Toughness: 6	Shoot/Fight: d8
Gear & Weapons: Blaster (2d6 Damage; 15/30/60 Range; 24 Shots); Electroknife (STR+d4+2 Damage; AP: 2)				
Powers: <i>Martial Arts</i> ; <i>Novice Fighting Style</i> (Random); <i>Assassin</i> ; <i>Imperial Connections</i> ; <i>Dodge</i>				

Scout Droid:

These light-duty droids are deployed for intelligence gathering and surveillance assignments. They aren't designed to stand up in a serious firefight but have enough basic defenses to help them complete their missions.

Scout Droid				
Strength: d4	Smarts: d6	Agility: d10	Spirit: d8	Vigor: d6
Pace: 8	Parry: 10(7)	Dodge: 7(4)	Toughness: 5(3)	Shoot/Fight: d10-1
Gear & Weapons: Blaster (2d6 Damage; 15/30/60 Range; 24 Shots); Synthetic Armor (Armor +2)				
Powers: <i>Spray and Pray</i> (-1 to all <i>Shooting</i> rolls); <i>Scout Chassis</i> ; <i>Shield Generator</i>				

Stormtrooper:

Your typical military infantryman, Stormtroopers gallivant around in shiny armor, brandishing blasters and following orders to the letter. They are unimaginative, blunt instruments employed by the State to crush rebels and other vermin.

Stormtrooper				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d8	Vigor: d6
Pace: 6	Parry: 5	Dodge: 4	Toughness: 8 (5)	Shoot/Fight: d6-1
Gear & Weapons: Battle Armor (Armor +3); Blaster Carbine (2d6 Damage; 30/60/120 Range; 48 Shots; 3RB; 2-Handed)				
Powers: <i>Spray and Pray</i> (-1 to all <i>Shooting</i> rolls)				

Super Stormtrooper:

Super Stormtroopers represent the upper echelon of the Protectorate army. They are seasoned soldiers who have experienced battle and learned a thing or two about trading blaster fire with dastardly rebel scum-dogs. Super Stormtroopers usually wear distinctive armor with lots of flourishes and badges so that they're easy for snipers to spot.

Super Stormtrooper				
Strength: d8	Smarts: d4	Agility: d8	Spirit: d10	Vigor: d8
Pace: 6	Parry: 9 (6)	Dodge: 7 (4)	Toughness: 9(6)	Shoot/Fight: d8-1
Gear & Weapons: Battle Armor (Armor +3); Personal Deflector Shield (Parry/Dodge +3); Heavy Pulse Blaster (2d6 Damage; 50/100/200 Range; 48 Shots; ROF: 3; Full-Auto; Snapfire; <i>Heavy Weapon</i> ; d8 STR Req.; 2-Handed)				
Powers: <i>Spray and Pray</i> (-1 to all <i>Shooting</i> rolls)				

Xar Primarch:

When the Xar have a sensitive mission that needs careful handling and total discretion, they will deploy one of their Primarchs to see it done. These valued agents are specially trained to operate in foreign space and are adept at infiltration, espionage, sabotage and assassination.

Xar Primarch (WC)				
Strength: d8	Smarts: d12	Agility: d12	Spirit: d12	Vigor: d10
Pace: 6	Parry: 8	Dodge: 4	Toughness: 7	Shoot/Fight: d12
Gear & Weapons: Dark Energy Blaster (2d10 Damage; 15/30/60 Range; 24 Shots); Electroblade (STR+d8+2 Damage; AP: 4)				
Powers: <i>Immune to Energy Weapons</i> ; <i>Master Fighting Style</i> (Random); <i>Assassin</i> ; <i>Improved Frenzy</i> (2 attacks per round)				

APPENDIX A: GENSEI EXALTED TEACHINGS

All Gensei Exalted Teachings cost 5 power points to use. These powers can be triggered as *Free Actions* meaning you can choose to fire off a power (or multiple) at the same time that you are performing some other action.

Blindsight

Duration: 1/2 *Spirit* + 1 round

Using their heightened "sixth sense" the Gensei is able to operate normally while blind or in absolute darkness.

Combat Dervish

Duration: 1/2 *Spirit* + 1 round

The Gensei's attack speed is greatly enhanced. Gain an additional attack in addition to any already granted by the *Frenzy* edge and/or by *Two Weapon Fighting*.

Diamond Skin

Duration: 1/2 *Spirit* + 1 round

Your will is strong enough to ignore pain that would cripple a lesser person. Your *Toughness* is increased by 1/2 your *Spirit* die.

Dimensional Jaunt

Duration: Instant

You are able to teleport up to 12 squares away. You must be able to see your destination -- no blind jumps through walls or doors allowed. This ability cannot be chained (meaning it can't be activated twice in the same round).

Energy Absorption

Duration: 1/2 *Spirit* + 1 round

You take half damage from energy weapons (i.e. laser blasters, laser swords, etc.) while this power remains in effect.

Fear Aura

Duration: Instant

A potent aura of dread emanates from you. All targets in a Large Blast Template radius centered on you must make a *Spirit* check. Those who succeed with a *Raise* are unaffected; all others are *Shaken* and anyone who fails must run away for 3 rounds. This power does not affect constructs, robots or any target that is immune to fear.

Healing Touch

Duration: Instant

You focus your *chi* into the palms of your hands and pass spreading warmth into any target that you touch (including yourself). Your touch heals one *Wound*.

Intangibility

Duration: 1/2 *Spirit* + 1 round

While this power is in effect, the Gensei becomes ghost-like in appearance and can pass through solid objects. An intangible Gensei cannot attack or be attacked while in this form.

Invisibility

Duration: Special

While this power remains in effect you are completely invisible to any sentient beings in the area. The invisibility persists until you perform any violent, vigorous or precise actions (i.e. any use of a fine-motor skill). Attacking while invisible disrupts the effect but gives the Gensei a +4 bonus to their next *Fighting* roll. This ability does not work against machines or electronic detection systems.

Machine Control

Duration: 1/2 *Spirit* + 1 round

The Gensei can plant a suggestion in a machine's programming, essentially taking control of it for the duration of the effect. The target gets an opposed roll to resist (*Spirit* vs. *Spirit*).

Machine Invisibility

Duration: Special

While this power remains in effect you are completely invisible to any robot, machine or artificial being that relies on inorganic sensors to experience the world. The invisibility persists until you perform any violent, vigorous or precise actions. Attacking while invisible disrupts the effect but gives the Gensei a +4 bonus to their next *Fighting* roll.

Mind Trick

Duration: Instant

The Gensei can plant a suggestion in a living being's mind, essentially taking control of it for the duration of the effect. The target gets an opposed roll to resist (*Spirit* vs. *Spirit*).

Oracular Vision

Duration: Instant

You have a vision of events occurring far away from your present position. You can only have visions that pertain to places or people that you have direct knowledge of. A vision can show you a glimpse of the possible future: events that *may* take place in the immediate future. Alternatively a vision can show you what is happening at this very moment in a remote location.

Poison Palm

Duration: 1/2 *Spirit* + 1 round

While this power is in effect your touch causes searing pain. Any non-construct target struck by your open hand must succeed a *Vigor* -2 check or sustain 1 *Wound*.

Read Minds

Duration: 1/2 *Spirit* +1 hour

You have a fine-tuned sense to detect the thoughts of sentient beings. You know when people are trying to conceal information and can learn these secrets just by concentrating. The range of this ability is 24 squares.

Regeneration

Duration: 1/2 *Spirit* + 1 round

Your rate of natural healing is radically increased. You can make a *Vigor* check each round that this power is in effect to heal 1 *Wound*.

Space Ace

Duration: 1/2 *Spirit* + 1 round

The Gensei sharpens their hand-eye coordination to epic levels, gaining a +4 bonus to all *Piloting* and *Shooting* rolls.

Speed Burst

Duration: 1/2 *Spirit* + 1 round

By invoking this power your *Pace* is doubled and you gain an initiative boost. Players with *Speed Burst* active always go first in the combat round. They may still draw an initiative card to see if they draw a Joker but will always act first regardless of the result. In cases where more than one player has Speed Boost active, their actions are considered simultaneous.

Telekinesis

Duration: 1/2 *Spirit* + 1 round

You can perform simple telekinetic tricks, such as pulling objects into your hands, flipping switches, etc. With a successful *Spirit* check, you can perform difficult telekinetic feats, such as levitating extremely heavy objects or knocking targets prone with a telekinetic blast (at any modifier that the Game Master deems appropriate).

Gensei with this power can pull their laser sword into their hand as a *Free Action* at a range of up to 12 squares, without spending any Power Points.

Telepathy

Duration: 1/2 *Spirit* + 1 round

You are able to communicate psychically with anyone you can see and hear their thoughts in reply.

APPENDIX B: RANDOM ALIENS

Below you can find a sampling of 52 different randomly generated alien races for use in your own adventures. Simply draw a card from a standard deck of playing cards and consult the table below:

Card Value	♣Club♣	♠Spade♠	♦Diamond♦	♥Heart♥
2	Phaxie	Gnreein	Yuorn	G'qura
3	Waynoorn	Vodii	Shoi	Taurian
4	Inisk	Betazloi	Sueldar	Rynaon
5	K'carghi	Cenlar	Zixarn	Ferbraxti
6	Selaran	Dwerphdan	Bulthi	Yularail
7	Balorite	Rovion	Vildite	Zill
8	Ikronian	Fenixeen	Namuu	Prolok
9	Lanaar	Vulnadar	Elmin	Bellican
10	Garzen	Kludan	Orquin	Suixisk
J	Quengshan	Luvoshan	Hunar	Rydasax
Q	J'Har	Elengi	Vulian	Voharat
K	Iriu	Tharn	Anquar	Minbraka
A	Martian	Gomdalon	Sireneen	Felixian
Joker	Xar			

Anquar

Nature-worshipping reptilian humanoids with long, sinuous bodies and limbs, the Anquar gave up the pursuit of technology long ago because it sparked wars amongst their people. Now they lead contemplative lives and fashion superb handcrafts out of natural materials such as wood and stone. They are a rare sight away from their homeworld but will occasionally venture forth to bring their wares to market.

Balorite:

These fire-beings come from a distant volcanic world. Some forgotten, insane race uplifted them and constructed the heavy metal encounter suits that they inhabit. They are preoccupied with the acquisition of "fuel" and will inevitably turn any conversation into plaintive requests to "consume fuel now". Balorites are dangerous to spend time with because they place absolutely no value on organic life; they see everything as potential fuel.

Bellican:

Bellicans are completely translucent humanoids with smooth, gel-like skin. Their internal organs glow with a soft phosphorescent light that penetrates their clear dermis. The Bellican race has a long history of enslavement; they are devoted pacifists who would rather serve and please than rise up and rebel. Most Bellicans take up a profession in the arts. They consider music and dance to be the most exalted sciences. The Bellican are very curious about the "Opaque" (their term for non-translucent races) and make a point of learning as much as they can about these strange, secretive beings.

Betazloi:

These dim-witted, lavender-skinned humanoids were uplifted by the Shoi to serve as perfect butlers and porters. They are incapable of acting without being told what to do – not unlike an organic droid. Especially well-trained Betazloi are prized as valets for the wealthy. They will absolutely do whatever it takes to serve their master's every need. Betazloi are impressively built, broad-chested and usually very well dressed.

Braaxaran:

The Braaxaran are humanoids with pronounced facial ridges and a tech level just slightly behind the Protectorate. Their society is militaristic to the core; all members of this species serve in some military capacity, carry side arms and wear elaborate uniforms. A Braaxaran is completely preoccupied with the concept of honor and will go to blows in a nanosecond if they feel their honor has been impeached in some way.

Bulthi:

The Bulthi are a very large, powerfully built race of humanoids with a reputation as indomitable warriors. They literally have no necks and must turn themselves bodily to see things in their peripheral vision. Bulthi physiology includes fully redundant internal organs so they are able to tolerate huge amounts of damage before their bodies fail. They are a bit dim and as a result can be easily led. They make wonderfully imposing bodyguards.

Cenlar:

These tiny, self-replicating robots are the product of a Swarm AI run amok. They achieved sentience a couple hundred years ago and left their original home world to explore the galaxy. The Cenlar aren't interested in much beyond cataloging the races and planets that they encounter during their travels. They are able to link their bodies together to form shapes and will often fashion themselves into humanoid forms when dealing with organics. Most other intelligent races are wary of the Cenlar and fear that they are gathering data for an invasion.

Dwerphdan:

Also called "man-spiders" the Dwerphdan are a bizarre race of beings with eight arms. They walk on their hands and are fantastic climbers. Dwerphdan make natural engineers in part because they are adept at getting into hard to reach places and because their extra hands let them manipulate many tools at once. They experience much of the world through their sense of touch so it is not uncommon for a Dwerphdan to politely grope you during an introductory meeting.

Felixians:

This race of cat-like humanoids is one of the playable races in this setting. See the RACES section for more details.

Elengi:

The Elengi look like pink, glowing jellyfish but you'd only know this by looking through the portholes in their thickly plated, levitating encounter suits. They do not speak Basic but communicate with other races through readout panels embedded in their suits. Though they are rather technologically advanced, humanoid races have a difficult time understanding, let alone using, their designs.

Elmin:

These small, agile and gregarious monkey people look like Terran macaques. They wear tightly fitting flight suits and are counted among the best pilots in this sector of space. The Elmin hail from an arboreal world where they developed glider based flight very early on in their technological evolution. Their abiding love of aeronautics and astronautics is expressed in their obsession with the sport of pinnacle racing (timed spaceship races).

Fenixeen:

The Fenixeen are a human analog race that claims to share ancestry with the Sueldar. This race of proud warriors exists in a symbiotic relationship with energy-beings that they refer to as "ancestor spirits". When a Fenixeen becomes a teenager they are implanted with one of these "spirits" as part of an elaborate coming-of-age ritual. The symbiont imparts the ability to project energy in exchange for a share of the host's life-force.

Ferbraxti

The ant-like Ferbraxti are very much what you would expect them to be: incredibly industrious, caste-oriented, tireless and orderly. They operate in a collective society where each member shares a form of weak telepathy with their fellows, wordlessly transmitting information and commands to each other as they fulfill the requests of the hive consciousness. Ferbraxti are skilled builders and are highly adept machine users. Their talent for reverse engineering technology is renowned.

Garzen:

The Garzen come from the same home world as the Voharat and exist in a predator-prey symbiosis with that race of hunters. All Garzen are active participants in what they call the "Great Game", a never-ending chase across known space in which the Voharat try to capture them and the Garzen do their level best to avoid capture. Garzen have an unusually keen ability to camouflage in any surroundings. Their skin pigmentation naturally shifts to match the background colors of their environment. They wear ghillie suit style clothes to conceal their silhouettes.

Gnreein:

Called "Mirror Men", these mesomorphs are able to subtly alter their appearance to look like virtually any humanoid species. They can't radically alter their morphology, but they can change skin pigmentation, facial features and structure while maintaining roughly man-sized dimensions. They are famous for their intrigues; their entire society is based on espionage and information brokering. In their natural state they have slack, loose features.

Gomdalon:

The Gomdalon are a race of intelligent robots created by a mysterious "Progenitor" race that long ago fled this corner of the galaxy. These affable robots were designed to be politically neutral and friendly toward all other races. Their only real purpose is to exchange knowledge and technology; they will freely sell their own advanced wares to any species that can offer something valuable in return. The Gomdalon homeworld has been entirely strip-mined and turned into a colossal factory capable of producing just about anything you can imagine.

G'qura

A race of avian-humanoids that looks quite human except for their huge, unblinking eyes, feathered head plumage and completely flat noses, the G'qura retain the tremendous agility and hand-eye coordination of their airborne ancestors. They are instinctively excellent pilots and marksmen; both of these pursuits are major pastimes on the G'qura homeworld. Though the G'qura are generally amiable, they are intensely individualistic and competitive. They are at their happiest when they are measuring their skills against a difficult challenge.

Huar:

The Huar are a race of intelligent swarm parasites that must inhabit a host organism when they wish to communicate with other races. The process of taking a host is life-threatening so the Huar prefer to use the recently deceased as vessels, a practice that can lead the ignorant to mistake the Huar for a race of zombies. Those Huar who are required to work extensively with other races will go to great lengths to insure that their host-bodies look and smell as pleasant as possible.

Ikronian:

Functionally immortal, the Ikronians are a race of sentient crystalline beings. They are capable of generating very fine-tuned magnetic fields that they use to manipulate tools and objects. An Ikronian remembers absolutely everything it sees and hears; it can use its own body as a massive holographic storage crystal. Specially adapted voice synthesizers allow the Ikronians to communicate with other

racers. Ikronian data crystals are generally regarded as the best in the galaxy because they cannot be tampered with or corrupted.

Inisk:

Not especially pleasant to be around, the militant Inisk have long, toothy maws, scaly skin and ponderous tails that they can employ to good effect in melee combat. They are bred for conflict and are engaged in a perpetual state of war with other members of their species along inscrutable clan lines. Their talent for fighting makes them sought after as mercenaries and leg-breakers.

Iriu:

The Iriu are grace personified. They are very tall and willowy, with long, thin necks, delicate features and powder blue skin. Always dressed in long, sweeping robes of ultra-thin material the Iriu look courtly no matter where they are or what they are doing. They are natural diplomats. Some quirk of their genetics allows the Iriu to emit colored light from photocells in their skin. These shifting color patterns are part of a secret language that only the Iriu can read.

J'har

Long ago the J'har were an amphibious species until a global catastrophe forced them to become full-time land dwellers. This event was intensely traumatic; those J'hari who weren't able to adapt perished. Billions died. Already a very religious species, the J'har interpreted the event as an act of displeasure from their gods and, as a result, became excessively devout. They are so zealous that they refuse to interact with "unclean" races unless it is absolutely necessary. When off world, a J'har travels in moisture soaked robes that conceal their bodies entirely.

K'carghi:

These shaggy beasts look like demonic yetis with thick white fur, horns and red eyes. In spite of their fierce appearance they are actually quite cultured and are noted for their nuanced throat-singing. The K'carghi prefer a simple, low-tech existence to the rigors of space travel but can still be found in small numbers conducting trade with other civilized races.

Kludan:

The Kludan are a race of stout, dwarf-like humanoids with flat faces and burly physiques. They come from an ore-rich, heavy gravity world famous for fierce storms. The deadly weather forced the Kludan to become a subterranean race, a fact that has made them into magnificent mineralogists and geologists. The Kludan are one of the three charter races of the *Mining Guild*; many Kludan have become fabulously wealthy as a result of this association.

Lanaar:

The Lanaar are amoeba-like ooze beings from an oceanic world. When at rest, they enjoy pouring their bodies into interestingly shaped vessels, making them masters of avoiding detection. To facilitate communication with other races, they will often adopt a crude, humanoid form and use voice synthesizers. The Lanaar claim to share one massive "race consciousness" that improbably violates the laws of special relativity. They always refer to themselves as "we". Scientists would love to understand the inner workings of this interstellar psychic link.

Luvoshan:

These blue-skinned humanoids have large, snout-like noses and jet black eyes. They evolved on a light gravity world and have developed a kind of reinforced armor that helps them operate in heavier gravity environments. Scent glands located about the head and neck area permit the Luvoshan to communicate pheromonally with their own kind. Indeed, this is their preferred method of communication when operating in the company of other races; they prefer to maintain a low profile and don't like their

thoughts to be broadcast to everyone within earshot. Luvoshans have a reputation for being involved in various criminal syndicates.

Martian:

This race of tall, green-skinned humanoids is one of the playable races in this setting. See the RACES section for more details.

Minbraka:

The Minbraka are race of humanoid warrior-priests who wear elaborate battle armor at all times. Each Minbrakan etches scenes and runic patterns on their armor to document their accomplishments (not unlike tattoos). No one is sure what they look like under their armor because they are never out of it. Some Minbraka will sell "heathen" versions of their armor to outsiders; this is a hotly disputed practice among the Minbrakan people.

Namuu:

Though they look slow and clumsy, the large, cow-like Namuu are an ancient and wise race. They have been space-farers for a long time and possess epochal life spans so they take a philosophical view toward exploration and conquest. They don't understand why the "Quicklings" are so intent to create empires when they will inevitably fall apart anyway. Namuu have deep interest in a number of academic fields and are among the galaxy's most decorated scholars.

Orquin:

These richly dressed, pale humanoids have gem-like eyes and an unctuous demeanor. According to them, they are the most accomplished traders in the galaxy. Indeed, if there's a demand, the Orquin do seem to be able to find a supply one way or another. In Orquin society, everything is a transaction and an entrée to the next deal. There is no questioning that they are skilled bargainers and contract writers; their reputation as businessmen is so solid that their hard currency, the Orquin Ducat, is nearly considered more secure than the Imperial Credit. Along with the Kludan and the Humans, the Orquin are one of the founding races of the plutocratic *Mining Guild*.

Phaxie:

These slender, cephalically-endowed beings possess fabulous intelligence and a sharp, scientific worldview. They literally study everything; their homeworld is filled with universities and academies dedicated to every conceivable academic field. Because of their skill for gathering knowledge, the Phaxie have profited greatly from their association with the Gomdalon. They possess an enormous defense fleet of Gomdalonian ships and have special privileges when visiting the Tech Markets on Null-Null.

Prolok:

An old race that once ruled a multiple-system empire, the Prolok are now a shadow of what they were. Though they were human-like long ago, their race became obsessed with inserting nanotechnology into their bodies forcing fundamental changes to their genetic structure. The Prolok actually etch circuitry into their dark purple skins and their fingertips have been threaded with fiber optics wires to facilitate direct machine connections. They are great programmers and machine interface specialists; their computer systems and machines are some of the most advanced in the galaxy. They have white, pupilless eyes.

Quengshan:

The Quengshan are a race of short-statured, highly cultured aliens that have very complex rules of social interaction. They are always dressed in elaborate, formal costumes as if every moment of their lives is spent meeting important dignitaries. Their solid, jet black eyes make them difficult to read; a fact that they use to their advantage when negotiating treaties and contracts. The Quengshan are skilled linguists and lawyers; their command of language and nuance make them especially well suited as diplomats and

bureaucrats. It is easy to offend a Quengshan if you fail to pay them the deference afforded to their particular caste.

Rovion:

Their Rovion are robed monks from a remote desert world. Their dull, muted and unremarkable features give them the appearance of human beings who were cast out of a single, plain mold. They spend much of their lives in meditation and contemplation, studying the ontology of the universe and other high-minded scientific questions. For religious reasons they refuse to build weapons of war and will only arm themselves for defense. Though they aren't famous for their sense of humor, they are extremely easy going. Rovion monasteries are popular retreats for people who want to intensely study academic mysteries and the arts of self-defense.

Rydasax:

This humanoid race of explorers and scientists hails from a parallel dimension. They are unable to fully manifest in this reality for reasons that nobody really understands but are able to project ghost-like apparitions that can communicate with beings in this universe. The Rydasax are generally friendly and diplomatic; they are genuinely curious about the life forms in this part of space and are eager to engage in esoteric discussions about complex mathematical concepts.

Rynaon:

Dark skinned, thin and wrinkled the Rynaon are the product of a brutal lava world that is hazardous to all life. This harsh upbringing has imparted to them an uncompromising philosophy: they have no sympathy for weakness and believe that death-experiences make the survivor a greater and more worthy being. The flesh of a Rynaon is actually an inorganic material grown over their organic bodies. Light-emitting gems resembling spikes and horns grow out of this hard exo-skeletal layer, giving the Rynaon a rather malefic appearance.

Selaran:

The Selaran are a race of very large, mantis-like beings that belong to a very strict, matriarchal hierarchy. Males of their species handle all servitor and soldiering tasks while the females occupy all scholarly and political posts. A High Matron rules over the entire race as both Queen and deity. The Selaran are not motivated by conquest; they are architects who construct massive monuments to glorify the High Matron. They also happen to be very capable ship and orbital habitat builders.

Shoi:

The Shoi are energy beings that live inside of crystal shards. Incapable of movement on their own, they uplifted a race of humanoids called the Betazloi to serve as their porters and servants. The Shoi communicate by vibrating in a range of audible frequencies, producing an ethereal, cosmic sound that is utterly beautiful to behold. Their music is among the galaxy's greatest cultural wonders.

Sireneen:

These short-statured reptilian beings are vassals of the Xar Empire. The Sireneen always travel hooded and cloaked in heavy robes, concealing their stubby snouts and vestigial tails. They have earned a reputation as completely untrustworthy thieves and assassins. Everyone keeps a closer watch of their possessions when a Sireneen is about. Their latent extra-sensory talents make them peerless information gatherers.

Sueldar:

The Sueldar make the outrageous claim that they were actually the original inhabitants of Earth and that the members of the human race are their bastardized offspring. These "High Humans" call themselves 'The Lost Tribe' and claim that a great, ancient war forced them to abandon Earth. They have since found a new home that is more than suitable for their purposes. Sueldar are exceptionally beautiful by human

standards with strange tattoos and pupil-less eyes. They make no explanation for their several thousand years' absence, saying only that they are obligated by treaty to stay away from Sol. The Sueldar consider Earthers to be "country cousins" and find their presence amusing.

Suixisk:

These peace-loving, super-intelligent delphinoids (porpoises) build the fastest conventionally driven ships in the sector. Though they lack warp technology, the Suixisk are able to make excellent time traveling uncharted space lanes between systems. Many of the best Astronavigators and Slingnauts are of Suixisk extraction. The Suixisk lead a gypsy lifestyle traveling in familial convoys known as "pods". A number of these pods are affiliated with the organization known as the Drift Traders, a confederacy of independent merchants that the Suixisk co-founded.

Taurians:

Taurians are large, bizarre-looking humanoids with six limbs: four legs and two arms. They are impressively fast on the ground and are agile climbers. Their feet and hands all support three digits, two fingers and a thumb, so they can manipulate tools with any appendage. Taurians are famously war-like and see both the Xar Empire and the Solar Protectorate as potential enemies. They control a small belt of systems somewhere in the Coreward Expanse. Given enough time and opportunity, they could become a larger power in this sector.

Tharn:

This large, brutish multi-limbed race of slave traders is one of the client races of the Xar Empire. The ogreish Tharn are about as crude and mean-spirited as they appear to be. They only have respect for power and will freely take what they wish until they are put in their place.

Vildite:

This race of cyborganic beings is distantly related to the Gomdalon. The Vildites claim to be direct descendants of the Progenitor race that built the Gomdalon and believe that the Gomdalonian homeworld is theirs by right. The Gomdalon, in turn, maintain that the Vildites are the product of a failed Progenitor experiment, nothing more, and regard them with the machine analog of pity. The Vildite are arrogant, imperious and entitled; they are phenomenal nano-technicians and computer engineers with no compunction against stealing intellectual property.

Vodii:

These short, amphibious humanoids come from an ocean world noted for its fierce tempests. Though they can breathe air, their preference is to live underwater and whenever they are forced to be on land for long periods of time they will fastidiously moisten their gills to avoid discomfort. The Vodii are pejoratively known as Water Goblins because of their pointed ears, wide mouths and rows of sharp fangs. Far from being the nightmare creatures of children's fairy tales, the Vodii are mainly interested in the sciences: biology and hydrophysics being particular areas of interest.

Voharat:

The large, predatory Voharat hail from the same homeworld as the elusive Garzen. These bipedal, muscular canids are talented hunters and trackers who spend their productive lives in the aggressive pursuit of prey (whatever that might be). This single-mindedness makes them formidable in whatever discipline they choose to apply themselves to. Along with the Garzen, the Voharat participate in an interstellar contest known as the "Great Game", a sort of never-ending, epic-scale version of "Hide and Go Seek". It is their major cultural obsession.

Vulians:

These somewhat adorable, fuzzy, bee-like humanoids hail from a planet that is toxic to most other forms of life. They have evolved a tolerance against all poisons and, as a result, enjoy very long natural life

spans. Vulians are congenial and gladly welcome members of other races into their "hive groups", which are essentially very tight social circles. They naturally secrete a jelly that serves as a potent and pleasurable intoxicant when consumed. Vulians dispense this substance perhaps a touch too freely in their zeal to befriend other aliens.

Vulnadar:

The Vulnadar are an unusual race that has evolved almost entirely in zero gravity. They have adapted to survive in hard vacuum by generating a "micro-atmosphere" around their bodies at all times. Because of this unique trait, the Vulnadar are highly prized for deep space construction jobs. They look like exotic undersea crustaceans with spiny, radially symmetrical shells. Small holes in this shell permit the creature's eyestalks and tentacles to interact with the outside world. Vulnadar scientists are experts in gravitic physics and gravitonics.

Xar:

Little is known of the enigmatic, black-skinned Xar. Only the direst business would justify a Xar leaving the secure confines of their Empire. Xar will not interact directly with any inferior races (translation: any other races) and will do their utmost to maintain a low profile, often working through a screen of aides, bodyguards and agents.

Yularail:

The eyeless Yularail navigate using echolocation and by sensing the environment with their prehensile head tentacles. They have very keen ears and are sensitive to aural anomalies of any kind. Indeed a Yularail can usually listen to a ship's engine and determine precisely what is wrong with it. Larger space ports usually have a "sonic bar" set up to appeal to Yularail travelers. These comfortable establishments feature incredibly subtle music that, while beautiful to human ears, can only be fully appreciated by someone with a Yularail's auditory range. They find Shoi music especially soothing.

Waynoorn:

The Waynoorn are ambulatory moss colonies that have taken on a vaguely humanoid shape. Their thick, shaggy, vegetable bodies give off a perpetual fresh scent of the outdoors. Natives of the Epsilon Eridani system, the Waynoorn are tributaries of the Solar Protectorate rather than fully recognized members. These plant-beings produce masterful hand crafts that seamlessly blend organic and inorganic materials. Especially prized are their custom made hardwood Laser Blasters; each one of these gorgeous hand guns is a true work of art.

Yuorn:

This race of ambulatory plants looks vaguely like centaurs with four legs, two arms, a torso/trunk and head. Their bodies are made of tough, vine-like fibers. They call themselves "treesingers" and are able to grow miraculous devices out of organic matter. They grow huge ark ships out of a type of wood that is indigenous to their world, a substance easily as hard as plasteel called *Verdimant*. This material is in demand as a luxury construction material.

Zill:

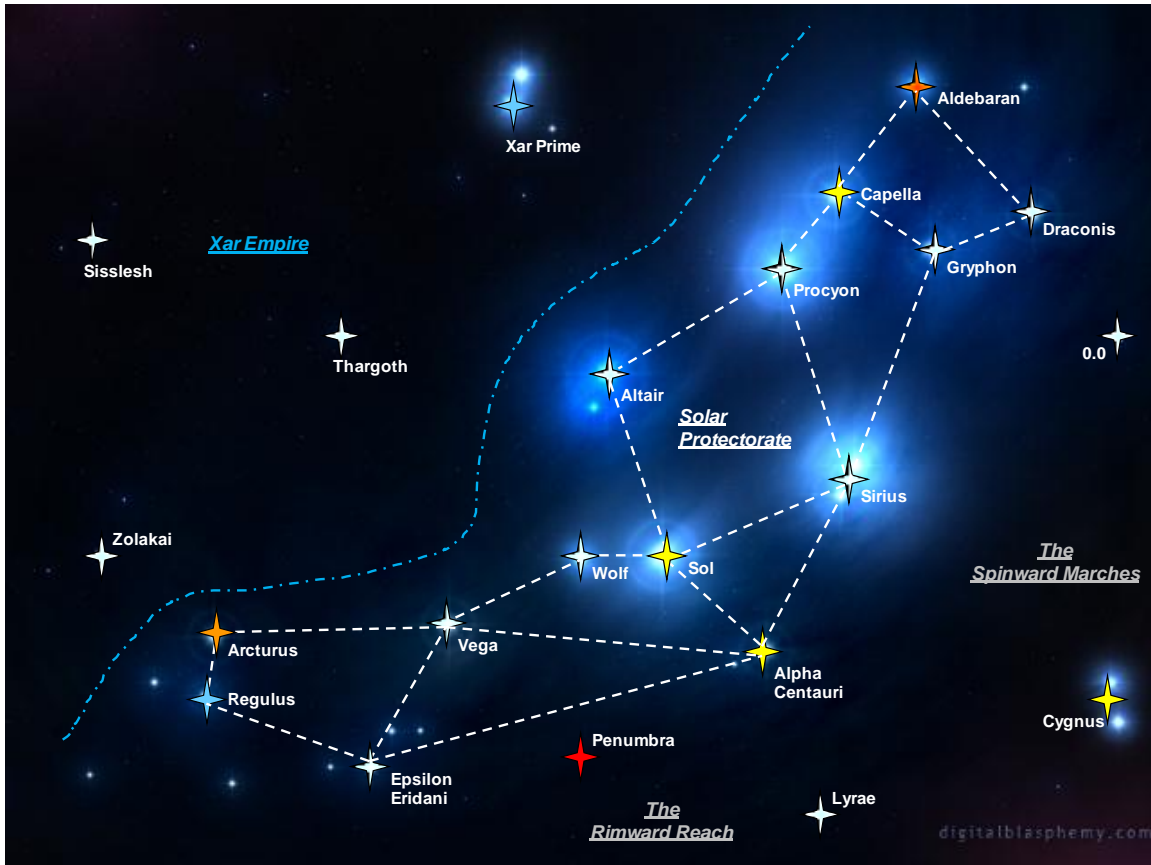
This race of reptilian humanoids is uncharacteristically expressive compared to their phylogenetic cousins. They exhibit a number of traditionally mammalian traits such as being warm-blooded and giving birth to live offspring. Zill are covered with very fine, pebble-like scales that come in a wide range of garish colors. Their pride and joy are the large, fan-like head crests that change color and shape with their mood. The Zill are avid star-farers and their trade convoys can be found just about anywhere in civilized space.

Zixarn:

The Zixarn are beings made entirely out of iridescent smoke. They live in bulky encounter suits that give them a menacing appearance. While amongst the "solid" races, the Zixarn are secretive, choosing to

communicate sparingly and salting their sentences with pregnant pauses. If someone manages to gain the trust of a Zixarn (no mean feat) they might be invited to participate in a “joining”. This intimate ritual takes place in a private setting and involves the Zixarn releasing itself from its suit so that it may be inhaled by the other party. This is how the Zixarn communicate complex ideas.

APPENDIX C: STELLAR CARTOGRAPHY



THE SOLAR PROTECTORATE:

Though the Protectorate has a presence in numerous star systems, only those systems that are served by their massive Slingcaster drives are considered a part of the Protectorate Proper. Those systems are detailed below:

Aldebaran:

Located on the Coreward fringe of Protectorate space, Aldebaran is distant from Sol's authority and has therefore become something of a hotspot for Rebel sympathizers. It supports a few inhabitable worlds, all of which are in the early stages of development. Millions of pioneers have made the journey to Aldebaran to start new lives by carving a future out of the untamed wilderness. Many nobles from Old Earth maintain vast estates here, where land and lives are cheap.

The Protectorate hires bounty hunters to scour Aldebaran in search of Rebel cells. They believe that the leadership of the Rebellion is hiding somewhere in this system.

In recent years there has been some concern that the Taurians are making plans to establish illegal settlements in Aldebaran. They control a number of systems nearby and have been making bellicose noises in the Protectorate's direction for quite some time. If the Taurians prove to be sincere, this system could become a new front in a brand new war.

Alpha Centauri:

Alpha Centauri was the first star system colonized by human explorers in the early years of the Terran Diaspora. Enjoying a close proximity to Sol, Alpha Centauri is a Protectorate stronghold. *Centauri Prime*, the capitol, is a world of culture and refinement. Many of the Protectorate's bluest bloodlines possess ancient holdings here and have invested colossal fortunes in the system's development. For a Protectorate system, Alpha Centauri enjoys quite a bit of alien commerce and is one of the best places to find extra-terrestrial works of art.

Rebel operatives are rumored to have an extensive network of contacts here, woven in and amongst the circles of the high society types that flock to Centauri Prime's salons.

Altair:

Altair is the Protectorate's front line of defense against the Xar Empire. This strategic system is where the bulk of the Solar Protectorate fleet loiters in anticipation of the next hot war. In addition to the usual space stations and settlements, Altair is home to the *Last Cast*, an unfinished Slingcaster station that was supposed to link up with a colony world that now lies in the heart of Xar space. Indeed, it was the construction of this Slingcaster line that initiated the hostilities between the Xar and the Protectorate.

Though the station is dormant now, there's an old Spacer legend that asserts the existence of a secret access code you can broadcast which will temporarily activate the 'caster, permitting adventurous captains to make open-ended warp jumps into uncharted space. Others claim that the station is actually fully operational and is used by the Protectorate Intelligence Service as a clandestine base.

Arcturus:

The Arcturus system is mostly uninhabitable, consisting of dangerous asteroid belts, barren moons and a single, arid rocky world called *Modus* that the Protectorate uses for weapons testing. To discourage cloaked Xar ships from scouting this region, a massive minefield has been deployed around the system's perimeter. These guided, smart mines are a menace to any ship that can't broadcast an authentic Protectorate military code. Traveler access to this system is strictly limited to the Slingcaster stations and the civilian orbitals that service them.

The Belters have devised a method for thwarting the Protectorate mines and use this knowledge to carve out a living from Arcturus' asteroid bounty. Though the Protectorate would like nothing better than to uproot these disruptive renegades, they cannot afford the expense of a grid by grid search of the debris fields.

Capella:

This is the home system of the Felixian race. Their homeworld, a planet called *Ral Sharra*, is a life-rich jungle bursting with bio-diversity. The Felixians were originally a client race of the Xar Empire but the Protectorate managed to wrest control of Capella away from them in their initial border disputes. Living a pre-technological existence at the time, the Felixians were little more than zoo curiosities to the Xar. Protectorate xeno-linguists and xeno-biologists spent considerable time studying the Felixians and learned that they are a highly adaptable species. It did not take long for these enchanting felines to adopt the lifestyle of a space-faring race, as if such a thing had always been their plan from the start.

Though the Felixians enjoy the benefits of Protectorate membership, they are still looked down upon by Pure Earthers who consider them to be little better than well-trained beasts. In typical, cat-like fashion the Felixians are not perturbed by these sentiments.

Ral Sharra has become the premier vacation destination in the Protectorate, even though it lies close to the Xar border. Its reputation for gorgeous scenery and sensuous carnivals insures a steady influx of pleasure-seeking tourists.

Draconis:

The administrative center of this system is the planet *Slaine*, a boggy morass of perpetual rain and drear. Slaine's denizens live in platform cities suspended above the marshy surface, safe from predation by the planet's numerous indigenous carnivores. In Slaine, your altitude is literally a reflection of your social status -- the higher up the platform you live, the richer you are; people who live on the top actually pierce the cloud barrier and can see sunshine. Though the planet has little to offer by way of industry they do export crops and meat products to the rest of the Protectorate. The local eel meat is especially prized as a gourmet item.

A band of pirates called the *Draconis Corsairs* operate out of a secret base somewhere in this system. They primarily target alien traders and for this reason the Protectorate has turned something of a blind eye to their activities. So long as the Corsairs leave the major trading houses alone, this situation is unlikely to change.

Epsilon Eridani:

Epsilon Eridani is located near the famous *Eridanus Supervoid*, a strange space-time phenomenon that is the subject of intense astrophysical study. Scientists believe it marks a barrier between universes that has somehow been sealed by a technology no one understands. The prevailing theory is that the Supervoid is a sealed wormhole and if a way of opening it could be devised, the Protectorate might be able to unlock a new mode of FTL travel that would give them a strategic advantage over the Xar. Or it could release a deadly army of inter-dimensional invaders -- you never know.

The researchers work out of a moon base circling the system's only planet, a huge orange gas giant called *Jasper*. Though the base mostly caters to the needs of the local scientists, it also supports a small trade bazaar and some cantinas offering spectacular views of Jasper's thirteen moons.

Gryphon:

The Gryphon system is an important trade hub on the Coreward end of the Protectorate. The System Governor operates out of the planet *Aurora*, a beautiful Terran-normal world famed for its iridescent, atmospheric lights. Aurora chiefly exports raw materials but is also becoming well-known for its computer technology.

The main point of interest in this system is *Randor Thoom*, which was once an important planet in the ancient Martian Empire. Today it is filled with colossal statues and empty monuments, but countless Martian artifacts remain buried in the deep vaults that pepper the planet's surface. The Martians have surrendered all claims to this place but their scientists are happy to assist Terran archaeologists as they explore the ruins. It will take many lifetimes to unlock all of Randor Thoom's secrets.

Procyon:

Procyon is a system full of dangerous asteroid belts and uninhabitable, irradiated planets. *Bellerophon*, the system's main world, isn't so much a planet as a very large, very battered asteroid. The inhabitants of this rock are forced to live in a subterranean hive to avoid getting paged by frequent debris impacts. Bellerophon is a rough and tumble place where Asteroid Ranchers rub shoulders with Mining Guild suits, Belters and hired guns. The great wealth of ore stored in Bellerophon's markets has attracted thick clouds of pirates who lie in ambush in the asteroid fields waiting to pounce on weakly defended freighters.

Regulus:

If Sol is the head of the Protectorate, then Regulus is the tail, often forgotten and left dangling on the edge of civilized space. When the annual budgets are disbursed to the System Governors, Regulus is usually left with the scraps. As a result, this system tends towards lawlessness and rugged independence.

Protectorate cruisers will occasionally pass through to make a show of force, but at the end of the day disputes are settled by individuals here.

The desert world of *Perdition* is the administrative hub of Regulus. It supports little in the way of tradable commodities but is a good place to buy up large tracts of cheap land. Many mercenary companies have chosen this world to set up fortified training camps.

The Protectorate has plans to eventually expand from Regulus. They have constructed one half of a new Slingcaster route here which the locals call the *Black Gate*. Though it currently doesn't lead anywhere, the unscrupulous Castmaster who runs the place is willing to power up the station for one-way 'casts if he is bribed enough. Many thrill-seeking Slingnauts can be found hanging around the Black Gate for this very reason.

Sirius:

The binary system *Sirius* has one habitable world, a sun-bathed jungle planet called *Sessil*. The vegetation here is incredibly tough and well-adapted to handle extremes in temperature and humidity. Virtually every plant on *Sessil* is poisonous, and those herbivores that manage to survive here are supremely resistant to toxins of all kinds. A number of large bio-medical corporations have set up shop to study the local flora and fauna so that they can develop new genetic patents. A burgeoning black market in illegal chemicals has sprouted up around these company towns, attracting a legion of small-time gangsters and smugglers.

Sol:

This is the home star system of the Human and Martian races and the heart of the Solar Protectorate. Sol is a bustling hub of activity at all times and is heavily patrolled by Protectorate naval vessels. Though all of the nine planets in the Sol system are colonized, the following worlds are the primary points of interest:

Old Earth is the ancestral home of the Human race and political seat of the Solar Protectorate. It is the most important planet in this sector of space. Only the absolutely wealthiest people can afford to live here anymore; a series of "homesteader movements" have served to push the poor and undesirable elements of the human race off world. The mysterious Gensei Order maintains their headquarters here in an ancient temple located in what was once Tokyo. Their robed priests are a common sight in the administrative districts of the Protectorate.

Mars, the famed Red Planet, is the cradle of Martian civilization. The discovery of the Martians was a momentous occasion in human history. Friendly relations with this more advanced race helped to propel the human race into the forefront of galactic politics.

The Protectorate government has declared Mars to be a restricted reservation for the Martian race. Martians are free to impose their own local laws and customs on this world. That said, the Martians are more than willing to accept visitors, and their sprawling space port at *Syrtis City* is one of the most active in the system.

Pluto is home to Jean-Xiang Winston, a brilliant cyborg scientist who lives with only a legion of droid servitors for company. He is the best physicist in the Protectorate and is conducting government-sponsored research into Dark Matter and Dark Energy. His numerous inventions and patents have made him a multi-trillionaire; he literally owns the planet Pluto lock, stock and barrel. He's so important to the Protectorate's strategic aims that they park a fleet in orbit around his home at all times.

Vega:

Vega is commercially important for a couple of reasons: it possesses great mineral and energy riches and sits astride a trade nexus linking the Rimward systems to the Core Worlds of the Protectorate. The Mining

Guild maintains a very strong presence here and has been given governorship of this sector by Protectorate High Command.

The gas giant *Jotun* is ringed with Mining Guild orbitals that Hoover up prodigious amounts Helium-3 and other fuel volatiles with their massive atmosphere scoops. This operation jeopardizes the existence of an indigenous species of gas-beings called *Cloudwraiths*. These ephemeral beasts attack the mining platforms on a regular basis and pose a constant threat to the Guild's production quotas. Handsome bounties are offered to hunters who can keep the Cloudwraith population in check.

Gehenna is a sun-blasted, radioactive rock rich with rare isotopes. Colossal Mining Guild Crawler Refineries spider their way across the surface of this deadly planet drilling deep bore holes and extracting the precious radioactive ores with robotic labor.

Located at the edge of the Vega system, *Tarterus* is a seething and scorched world of lava streams and active volcanoes. The Mining Guild legates who oversee the work in the Vega system live here in a massive baryonically-shielded fortress. Raw steel is the major export of Tarterus, a commodity that is in never-ending demand on Protectorate colony worlds. A number of strange thermovoric and geovoric animals live on Tarterus; they are the subject of intense study by xeno-biologists.

Wolf:

The *Wolf* system was one of the first colonized by Terrans in the first decades of their stellar expansion. The system's lone habitable world, a mountainous and forested world called *Arcadia*, supports a huge population of colonists. *Arcadia* is fairly unremarkable as colony worlds go but is known to be a stronghold of Imperial ideology. The natives here are proud citizens of the Protectorate who see it as their civic duty to root out filthy rebels wherever they may be hiding. They've memorized all the songs from the *We Love the Protectorate* hymn sheet and sing them spontaneously whenever a new piece of jingoistic propaganda comes beaming across the Protectorate newsfeed.

Because *Wolf* is right in the Protectorate's back yard, the system is heavily defended by killer satellites, drone ships and a huge Battlestation. The Protectorate Navy routinely performs combat drills here. An enemy force would be foolhardy to attempt an invasion of this system.

THE XAR EMPIRE:

Lurking beyond the Solar Protectorate's Driftward border is the sinister and tyrannical Xar Empire. For thousands of years the Xar have held dominion over a sprawling network of vassal systems, long before the human race began taking their first tentative steps into space. Their understanding of advanced physics is unparalleled; their pioneering research into dark matter and dark energy has given them a substantial technological advantage over the Protectorate.

Xar space is amorphous. They don't have Slingcaster lanes because their ships are capable of unassisted hyperspace travel. Special "Warp Kits" have been developed to enable their less technologically endowed vassals to make a limited number of warp jumps.

The Xar are very good at keeping secrets. The systems listed below are only those known to harbor their presence. Military intelligence suggests they have many more "dark" worlds under their control.

Sisslesh:

Sisslesh is a world surrounded by sensor-baffling ion storms and phalanxes of electro-magnetically hardened Swarm Drones. This combination of defenses makes Sisslesh, which is also the Sireneen homeworld, one of the toughest worlds to invade. The Sireneen are a diminutive race of bipedal reptilians that are notorious for their espionage talents. The Xar use the Sireneen as spies, assassins and

saboteurs. Little else is known about these cowed back-stabbers. If you see one about, chances are there a several more you don't see, so be on your guard.

Thargoth:

The home world of the Tharn race is a sweltering jungle planet rich with plant and animal life forms. Even though the Tharn have done their level best to deforest their home so that their legions of slaves can build bigger and better monuments to their glory, the jungle here grows so tenaciously fast that every city is overrun with thick vines, tree roots and canopy. The Tharn are enthusiastic hunters who enjoy nothing more than releasing slaves into their lethal jungles so that they can try to shoot them dead before one of Thargoth's countless alpha predators takes them down. A race so naturally bred to violence and cruelty make ideal enforcers for the Xar, who uplifted the Tharn and gave them the secrets of space flight. Any lunatic attempting to visit Thargoth must take special care to make sure that they don't become the next item up for bid in their global slave auction.

Xar Prime:

This forlorn globe of ice and snow is the cradle of the Xar Empire. The Xar live in huge crystalline cities with transparent walls that permit sunlight to penetrate their living spaces. Light provides most of the sustenance that this ebony-skinned race requires for survival; they only ingest food for pleasure and to supply a few nutrients that their bodies cannot photosynthesize.

The Xar Emperor, a being known as the *Ma'Kaan Ki'Ree*, rules from a tower of diamond that reaches into the low atmosphere of Xar Prime. It is from here that the Tyrant issues battle orders to his legions of thralls.

The largest known source of Erebiium Ore is buried in Xar Prime's crust. This is the exotic ore that powers their warp drive technology. The Protectorate would pay handsomely to secure some stable samples of this ore for their propulsion labs.

Zolakai:

The Xar took control of Zolakai, formerly known as Rigel, in the last military engagement against the Protectorate. This system is strategically valuable because by holding it the Xar force the Protectorate to commit extra military resources to their Rimward border. The Xar have placed a number of their most elite regiments on Zolakai and routinely use the system's earth-analogue world as a staging base for espionage operations into Protectorate space.

Independent traders are offered limited access to Zolakai's starport but the place is kept under suffocating martial law. Indeed, this is one of the only worlds that the Xar will permit foreigners to visit.

THE RIMWARD REACH:

While not officially a part of Protectorate space, the Rimward Reach does fall inside of the Protectorate's sphere of influence. A token military presence maintains the basic infrastructure of law enforcement in this region but it is generally understood that this is the worst posting a Protectorate Stormtrooper could receive. Crime runs rampant here. The organized criminal element in the Reach is powerful enough to represent an existential threat to the local garrison. If the Protectorate wasn't preoccupied trying to squash the Rebellion while keeping the Xar Empire at bay, they would have swept through the Reach long ago to clean house.

Lyrae:

This system is run by the Lyrae Syndicate, a huge criminal organization based on the Luvoshan home world, *Prendax*. Prendax is a snowy, light-gravity world that is often subjected to planet shrouding blizzards. This harsh environment has made the native Luvoshans into a selfish and devious race: they believe that survival is the ultimate good and are willing to step on anyone's back to assure it. The

Luvoshans turned to interstellar crime early on in their history to acquire the luxuries that their home world could not supply. Their entire government is built on the concept of institutionalized kleptocracy; there is no distinction made between an official minister and a gangster boss.

Lyrae is home to pirate gangs beyond counting, all of whom do business with the Luvoshans to sell stolen booty and trade contraband.

Penumbra:

The Penumbra system lies in the heart of a region known as the "Renegade's Run". This corner of space is filled with nebulae, asteroids and radiation storms that only the most foolhardy or skilled ship captains attempt to traverse. Penumbra's red sun is mostly belted with the wreckage of gravitationally sundered planets but it does support one habitable world, a smuggler's port-of-call known as *Mistworld*.

As one might imagine, Mistworld is completely blanketed in thick fogs that persist year round. The surface of the world is marshy and home to a number of unsavory indigenous predators. Several small cartels have constructed ports on Mistworld for warehousing and fencing illegal goods.

There is some tension between the gangsters who run Mistworld and the Lyrae Syndicate, who would like to take control of all smuggling in Penumbra. The two sides have been fighting a proxy war with pirates and mercenaries for many years.

THE SPINWARD MARCHES:

Most of the alien races that an adventurer may encounter hail from the Spinward Marches and beyond. A committed Slingnaut could spend their entire life exploring new systems out here. Detailed below are the two closest and best known systems in the Spin.

0.0:

"Null-Null", as it is called, is the home system of the Gomdalon, a race of robotic science-worshippers. The Gomdalon homeworld, a place they call *The Source*, is almost entirely artificial. The planet has been thoroughly strip-mined and all of its ores have been converted into alloys used to construct the cyclopean mega-cities that blanket the planet's surface. The planet's molten core has been harnessed to provide the vast amounts of energy required to keep the whole thing running.

Life on the planet itself is unpleasant to organic life forms but the Gomdalon have built a number of large orbitals that they use to receive visitors and potential customers. Each is tailored to the specific needs of a particular alien species (i.e. oxygen breathing, ammonia breathing, aquatic, etc.)

It is generally known that if you want to buy advanced technology or a star ship without Imperial scrutiny, Null-Null is the place to go. The Gomdalon will trade with anyone and have a powerful enough defense force to give both the Protectorate and Xar Hegemony pause. Because the Gomdalon remain strictly neutral in all political matters (their programming doesn't even acknowledge politics), the Empires are content to let them operate their tech bazaar unimpeded, if not unsurveilled.

Gomdalon civilization, such as it is, thrives entirely upon the acquisition and exchange of scientific knowledge. They are happy to sell their star ship technology to any race that can provide novel scientific data, pieces of new technology or raw energy. As a last resort, they may be convinced to accept credits but this would be a courtesy that they would only extend to valued trading partners who have proven their worth in previous transactions. Since the Gomdalon place no personal value on money and only use credits as a means to obtain new knowledge they are known to pay absolute top dollar for rare technological artifacts.

Cygnus:

This binary star system is the self-proclaimed "Crossroads of the Galaxy". About two dozen different alien races maintain colonies or space stations here making Cygnus a bustling hub of trade. The influence of law and order is not strong here, but each alien outpost maintains a small police garrison and their collective strength manages to keep all but the most determined pirates at bay.

The brotherhood known as the *Drift Traders* considers Cygnus to be an unofficial home port. The rag-tag ships of this association are a common sight locally as they offload cargoes and receive repairs before setting out on their next trade run.

It is very easy to disappear in the hustle and bustle of Cygnus if that is your inclination and, consequently, it is a great place to hook up with smugglers and underworld types. The Protectorate has seeded spies throughout the system in an effort to track and capture fugitives seeking to escape Protectorate law.

APPENDIX D: THE BLACK SIX

This section is intended for the Game Master's eyes only as it contains information that average characters would have no knowledge of.

Not everyone who serves in the Gensei Order does so with blind faith and obedience. Recorded in the annals of the Order are numerous accounts of Gensei Initiates and Errants who could not tolerate the demands of a life of servitude. These individuals cast off their temple robes and became *Ronin*, warriors trained in the Gensei Arts who have turned their backs on the Order's authority.

Occasionally, even a high ranking Council member will break with his or her brethren over some point of egotism or morality. The so-called "Black Six" are the most infamous senior defectors in the Gensei Order's recent history.

A Ronin seeking to continue his Gensei training could try to seek out one of these Missing Masters, but finding one of them is the least of the aspiring Ronin's concerns. The Gensei Order's intelligence operatives, known as the Justiciars, are constantly on the lookout for rogue Gensei and have standing orders to terminate them extrajudicially.

Slanjo Gandu



Before realizing his potential as a Gensei Initiate, Slanjo Gandu was a celebrity Slingnaut who routinely flouted Protectorate law in his personal quest for freedom. There was no destination or flight plan too dangerous for this hotshot pilot. A chance encounter with a roaming Gensei Errant convinced Slanjo to give the Gensei life a try. He proved to be an excellent student and cruised through the ranks, becoming Exalted in near record time. Slanjo found his day-to-day Gensei duties to be dull and received a special dispensation to continue flying mapping runs on the edge of civilized space. One day he decided to, as he put it, "go deep", and he hasn't been seen since. Speculations run rampant concerning his current whereabouts but the smart money believes he jumped out into Xar space for reasons of his own.

Kypri Vorist



Kypri Vorist was once the leader of the Gensei Order's most decorated Justiciar unit until the hypocrisy of being a Legal Assassin became too much for her to rationalize. She was under standing orders to hunt down and neutralize Jael Ben-Adar, the First Ronin, and it is believed that her change of heart came about after encountering the legendary Gensei somewhere outside of Protectorate space. The details of this meeting are unknown, but when Kypri filed her last mission report she indicated that she was never coming back. Upon receiving this intelligence the Council put a freeze on all of Kypri's access codes and calmly moved her to the top of the "Most Wanted Ronin" list. Several hit squads converged on her last known position but all they found was her badge of office and an improvised fusion bomb.

Kypri has maintained a minimal profile since then, emerging once or twice a year to spoil one of the Order's objectives. It is unclear if she has remained in contact with Jael Ben-Adar.

Jael Ben-Adar



Called the "First Ronin", Jael Ben-Adar was the first sitting member of the Gensei Council to go rogue. His crime was experimenting with proscribed Martian technology in an effort to extend his lifespan. This research estranged him from his peers on the Council and led to his eventual replacement. Unhappy with an Order that he believed had been taken over by meddling politicians, Jael took the unprecedented action of stripping himself of all Gensei ranks and privileges and struck out for the edge of Protectorate space. In the many years since, the Order has actively sought his destruction. Rumors abound that Jael has started a rival Gensei school out of some secret location and that other *Ronin* go there to receive instruction. The Gensei Council would dearly love to crush this school if it in fact exists.

Oolo "The Angel" Kiwarna



Even as an Initiate, Oolo Kiwarna displayed a sense of righteous altruism that often put her at odds with the Order's standard policy of neutrality in all things. She felt that the Gensei should be an active force for good in the universe, not just sit on the sidelines waiting for injustices to occur. Though she earned exemplary marks during her training, her instructors were always critical of her independent thinking. As an Errant, Oolo's powers truly began to blossom and she discovered that being free from the halls of the Temple made her happier than she had ever been. When the time came for her to return home and don the mantle of a Cleric, she ignored the summons and joined a smuggler's crew instead so that she could evade detection. This arrangement eventually became permanent and "The Angel", as she came to be known through a series of daring adventures, earned a place in the Order's rolls of infamy.

Oolo runs a small band of like-minded "merry men" who fight for those that can't protect themselves. Because of the pattern of their hit-and-run raids, it is speculated that the band lives on a cloaked ship of some kind. Oolo always keeps an ear to the ground and is on constant lookout for heroes to recruit to her cause.

Silus Balmorta



Even from his first days as an Initiate, Silus Balmorta's instructors knew that he was going to be trouble. During his time in the Order, Silus raised insubordination to an art form. He was responsible for hospitalizing more Initiates than anyone before or since. His indulgent teachers believed they could turn

him around and continually excused his numerous infractions. Silus took full advantage of their charity and rose to become an influential Cleric, using his position to extort favors from local officials. His schemes only became more ambitious as he gained power and the Council was eventually forced to take action. They demoted Silus to the rank of Errant and not so subtly suggested that he should take a leave of absence. Silus did them one better: he cast off his Gensei robes and immediately took up with a band of notorious pirates, leveraging his considerable abilities to help them commit a series of outrageous heists.

Years have passed since his ignominious departure and it is speculated, through rumor and inference, that his powers have continued to grow. Some say his abilities even rival those of the Council now.

Pallas Kaldorn



Pallas was an ace student who rose quickly through the ranks to become one of the youngest Gensei Exalted in the Order's history. Her accomplishments practically assured a seat on the Council once she had served a respectful period of time performing the customary clerical duties of a sub-altern. As the chair was being pulled out for her, however, she began to have a crisis of conscience. Pallas had long believed that the Order's "Pro-Protectorate" policies involving recruitment were short-sighted and she wanted to extend Gensei teachings to non-Protectorate races. Her sponsors on the Council insisted that she back down from this position and publicly disavow it so that her appointment wouldn't cause a stir with the Directors of the Protectorate. Realizing that she would rather teach than play politics she declined the invitation to join the Council and decided to strike out toward Cygnus, where she could charter a Gensei school open to all races. Embarrassed by this, the Council blackened Pallas' name and deployed Justiciar squads to shut her down.

She has been forced to relocate her school numerous times due to Justiciar interference. Pallas is ardently pacifistic and will not get into a stand up fight with the Order, but she will do everything else in her power to elude capture and keep her students safe.