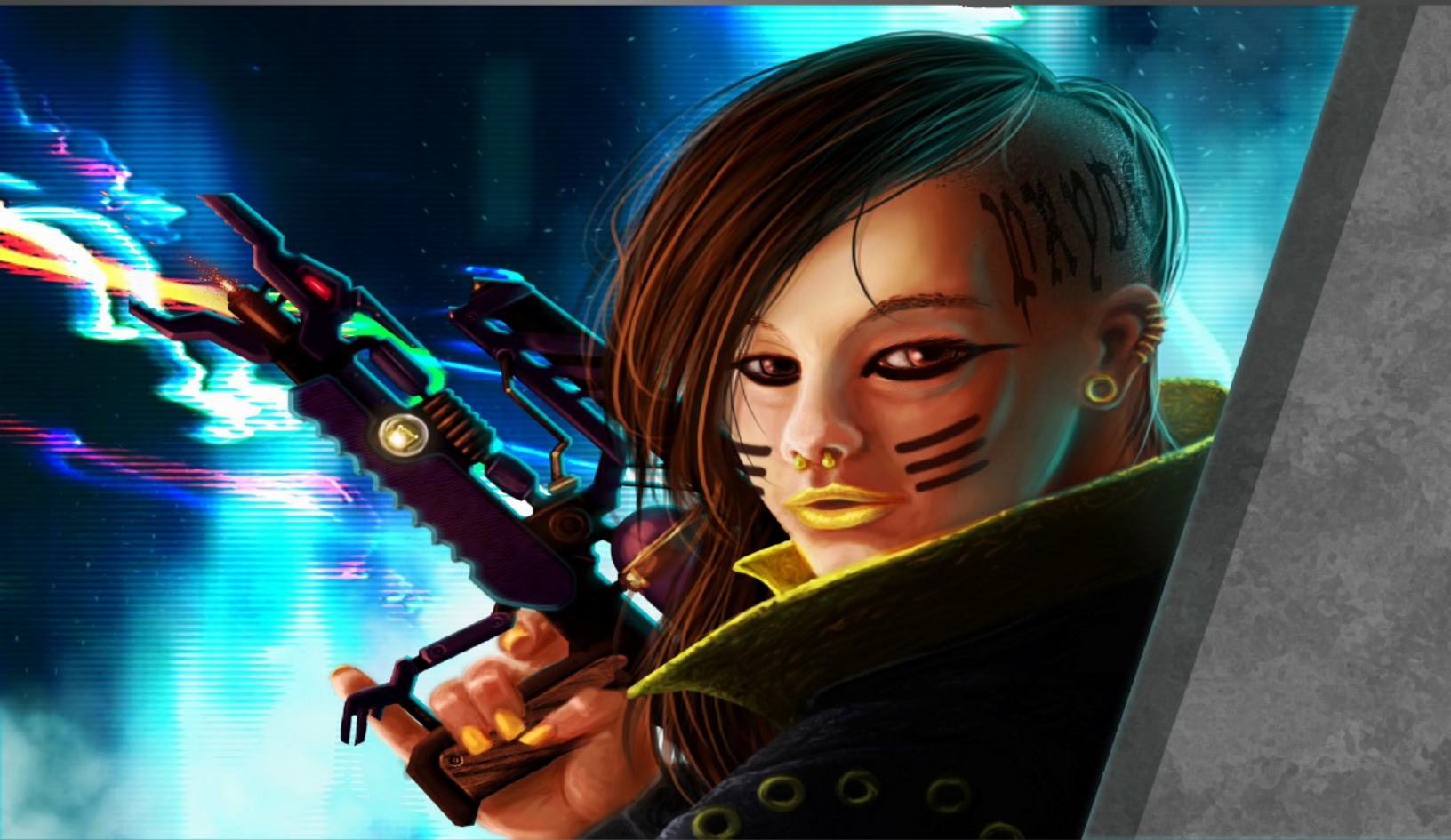


STARK SPACE



A DYSTOPIAN SPACE OPERA SUPPLEMENT

SPACE IS TOUGH
PRAY YOU'RE TOUGHER

Stark Space
By C. Thorin
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INTRODUCTION

Space is dark. Space is cold. Space is deadly. This isn't a universe of clean cut heroes saving the day or plucky rebels fighting an evil empire. This is a universe of corrupt mega-corporations, uncaring governments, and living for the moment because it could be your last. This is Stark Space.

This is an era when mankind has achieved the technology to reach other planets but not the wisdom not to do anything different. Humanity drags along with it all the old baggage of Earth; crime, corruption, pollution, overcrowding, prejudice, and greed.

A time when there are machines wondering if they are human and humans wondering if they will survive another day. Mankind can alter its own genes with mixed results. Evolution is moving forward and some have developed extraordinary powers. There is hope that the universe will be a better place one day but that day won't be anytime soon.

USING STARK SPACE

Stark Space is a human-centric, dystopian supplement. It has an implied setting of a rough and corrupt universe. Stark Space is designed to be used with *White Star* by Barrel Rider Games so all of the usual rules apply and Game Masters may use, tweak, add, or ignore whatever rules they want. Or Game Masters may use the retro-clone rules of their choosing. When running a Stark Space game add whatever additional elements you want.

There are a few things experienced players will notice.

- We've created three new classes based on the genre. Game Masters may use just these classes or mix and match how they want.
- There aren't any weapon and armor restrictions for the classes. Yes, any class may use any weapon and any armor.
- There aren't any aliens. As written, there aren't but this is another area where Game Masters may do as they please.
- Psionics are an oddity that isn't totally understood in the Universe. It's something new and the government and corporations don't know what to do about it. They are less powerful than the Gifts and Meditations found in *White Star*. If Game Masters wish to use the Gifts and Meditations instead then it is suggested that any class that uses them be considered a "racial" class.
- Many old school games don't use skill systems. We've included a simple one that allows for character customization and to reflect the broad spectrum of character abilities.

Remember. When the dice hit the table, it's your game.

LIFE IN STARK SPACE

GETTING AROUND

Interplanetary travel in Stark Space is slow and dangerous. Most civilian ships are very lightly armed and armored. The corporations don't like it when citizens pack around too much firepower. There are also no efficient means of interstellar communications. Ships that get lost or stranded in deep space are on their own. Couriers handle the dangerous job transporting vital information between systems.

Star ships are equipped with hyperspace drives but the technology is far from perfect. No way has been found to compensate for the time dilation caused by traveling through hyperspace. On the ship, years would seem to pass while it was only weeks in normal space. During hyperspace travel, crews and passengers are placed in cryosleep and the ship's computer handles the operation of the ship. If all goes well the computer wakes up the crew.

People divide space into four regions:

- **The Core:** The overpopulated part of space under the direct control of the corporations. The wealthy and powerful call it civilized. To everyone else, it's a slum. Interplanetary travel is slightly quicker and safer in the Core due a complex network of navigational beacons for commercial ships.
- **The Frontier:** While not as crowded as the Core, it's even more dangerous and corrupt. Its were people go to escape and try to be free. But it's also where the corporations instigate brush wars over resources, evict small independent colonies and set up banana republics with little or no government oversight.
- **The Rim:** There's no real civilization in The Rim only a few remote mining and research outposts. Anyone who travels there is on their own.
- **Beyond:** No one really knows what is out there. A few venture that far out. Occasionally on purpose. Generally, they don't return.

Travel Times are based on Normal Space Time. For relative ship board travel times, increase the time intervals by one step. So weeks become months and months become years. For example, a journey from a Core World to a Frontier World could take 7 weeks. On board the ship, it would seem like 7 months had passed.



	Core	Frontier	Rim	Beyond
Core	1d6 Weeks	2d6 Weeks	1d6 Months	2d6 Months
Frontier	2d6 Weeks	3d6 Weeks	4d6 Weeks	1d6 Months
Rim	1d6 Months	4d6 Weeks	2d6 Months	3d6 Months
Beyond	2d6 Months	1d6 Months	3d6 Months	4d6 Months

TECHNOLOGY

Most technology isn't that much more advanced than that of the 21st Century. Weapons and armor may be lighter due to more advanced materials and firearms are still the most common weapon. Computers are smaller and more powerful. Great advances have been made in genetic sciences and cybernetics which can be a blessing and curse.

Despite all the advances made by mankind, there is still overpopulation, poverty, disease, hunger, and pollution. Humanity may have reached other worlds but they did by stuffing themselves into overcrowded tin cans.

MEGA-CORPORATIONS & GOVERNMENT

The Corporations wield the same power as nations and governments. They wage shadow wars between themselves without regard to the general population. They control the majority of space exploration and exploitation. However, the Corporations couldn't exist and operate without the Government. It's a strange relationship that is both symbiotic and parasitic at the same time.

The Government handles the menial tasks such as public infrastructure, street level law enforcement, and minor military actions that the corporations don't want to deal with. It keeps the masses in line and acts as a sort of liaison between the Corporations.

CONSPIRACY

The Corporations and Government are huge bureaucratic machines that aren't afraid to grind up the common folk nor are they afraid to grind each other up. The powers that be are always hatching plots, plans, and schemes to one up their competitors with black ops and illegal research. Ambitious executives aren't afraid to bend a few rules and cause a little bloodshed if they can climb up one more rung on the corporate ladder. Cover ups of laboratory accidents, forcible eviction of colonists or other man-made disasters are quite common. Most people just go with it and don't take the risk of asking too many of the wrong questions.

There's a whole shadow industry of people who willing to anything for the right price. No questions asked. The Government and Corporations keep those people in business. Plus if it's just a bunch of crazies with guns then there's plausible deniability.

ORGANIZED CRIME

Where there's people, there's crime. Where there's crime, somebody is going to make it as efficient as possible. Just as the old Earth cultures got churned together in a giant melting pot, so did the underworld. Rising to the top of the heap is a cartel of organized crime groups descended from various major criminal organizations. The cartels keep every facet of old Earth crime alive including protection rackets, gambling, prostitution, loan shark, and drug trafficking.

On the street level, their activities are hardly noticeable compared to other crime and vice. Higher up the economic ladder their influence grows. Not so much over large corporations but over individuals within those corporations. Whether it's some mid-level manager taking bribes to look the other way or a powerful executive with all wrong the wrong vices, the cartels have their fingers in every echelon of society.

FIRST CONTACT

Mankind has not encountered another intelligent species yet. Officially. There are rumors of corporations committing genocide against primitive alien cultures. There are conspiracy theorist who claim that aliens have infiltrated the halls of Earth power. Deep space miners tell tales of finding strange artifacts of long dead alien civilizations. But those are all unfounded rumors according to the news.

MYSTICISM & RELIGION

Earth's cultures and languages merged into a chaotic hodgepodge but its religions didn't fair so well. Instead of a single religion becoming predominate, hundreds of variations merged. Some of them borrowing obscure aspects from several other religions and taking those aspects to the extreme.

Many religious groups head out to the Fringe and create their own version of Utopia. This generally ends in disaster. Inadequate supplies and planning have left numerous colonies starving. Dangerous flora and fauna have left others in ruins. If a planet is found to have valuable resources, a corporation will evict the colony or otherwise move in. And if by chance two opposing groups attempt settling on the same planet then a little religious war breaks out.

HORROR

Space is huge and void is endless. There is isolation and madness between the stars. A remote colony runs out of food and turns to cannibalism. A crazed miner opens an airlock for no good reason. An advanced AI tries to kill its creators.

There are many horrors in Stark Space. Most are man-made through unethical advanced scientific research. Unchecked genetic manipulation and burgeoning psionic powers have unleashed numerous horrors around the galaxy. Completely alien species have been discovered on distant planets. Sometimes a corporation will bring back a live specimen for experimentation. Sometimes it escapes.

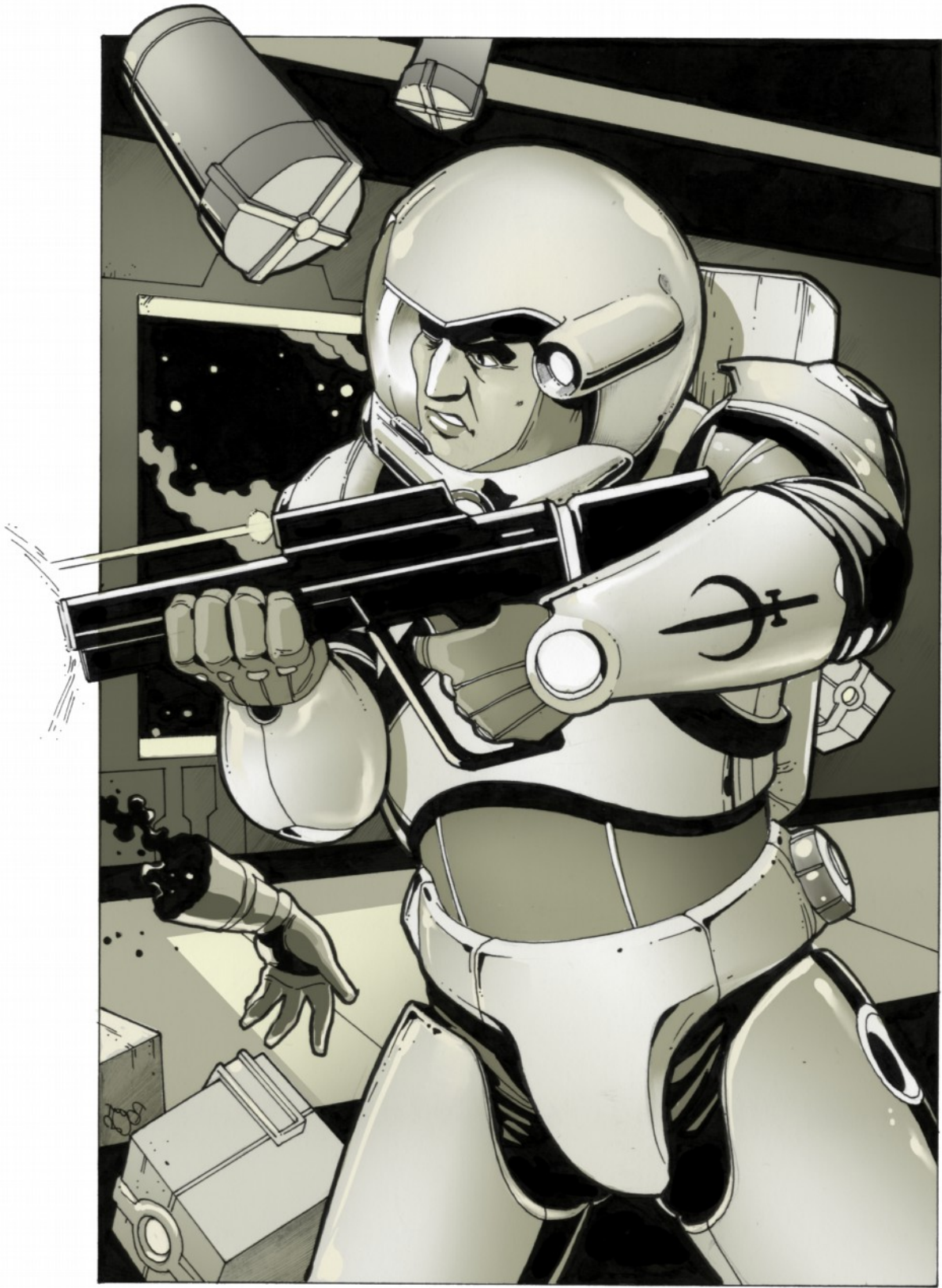
INDEPENDENT SECURITY CONTRACTORS

The Corporations and the Government routinely use Independent Security Contractors (I-Secs). An I-Sec is part bounty hunter, part private eye, part bodyguard, and part mercenary. They take on seemingly minor but very dangerous jobs with little or no questions asked. They are generally viewed with disdain and distrust from any local authorities. While I-Secs have permits for weapons, they have no real legal enforcement powers. But such technicalities won't stop a professional I-Sec from doing their job and getting paid.

MAKING IT YOUR OWN

Game Masters should feel to set their own tone for Stark Space. There are plenty of opportunities and directions that they can take their campaigns. They can down play or expand of any aspect they wish. The party could be a gang of mercenaries or a marine unit. They could be bounty hunters or trouble shooters. Game Masters can even go as far as adding more supernatural, alien, and extra dimensional elements to their games.

First and foremost, Stark Space is about attitude. It's about danger. It's about surviving just one more day and making that day count. It's about getting one big score before you have to cash in your chips.



CLASSES

THE BRAINS

Quit squirming, you little baby! It's not like you haven't been shot before. It wouldn't hurt so much if somebody hadn't used all the pain killers while on shore leave. Yeah, I'm talking about you. Now shut up, quit whining and stick your finger in that bullet hole to stop the bleeding.

Prime Attribute: Intelligence



Level	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	2	+0	14
3	2,500	2+1	+0	13
4	5,000	3	+1	12
5	10,000	3+1	+1	11
6	20,000	4	+2	10
7	40,000	4+1	+2	9
8	80,000	5	+2	8
9	160,000	5+1	+3	7
10	320,000	6	+3	6

Bookworm: At 1st level, Brains characters increase the Skill Rating of the Education skill by one.

Jury Rig: Brains characters may attempt Hacking, Medicine, or Tech skill rolls without any of the proper equipment. When attempting this their Skill Rating is halved.

Problem Solver: Brains characters can spend their round shouting instructions to their allies. All allies within 30 feet gain +1 bonus on To-Hit rolls and Saving Throws. This effect lasts 1d6 rounds.

Skill Specialization: At 1st level, Brains characters increase the Skill Rating of one of the following skills: Hacking, Medicine, or Tech by one.

Still Better Educated: Three times per game session the character may re-roll a failed skill roll on any of the following skills: Education, Hacking, Medicine, or Tech.

Tactician: Brains gain a +1 bonus to Initiative rolls.

THE FACE

What do you mean I'm not authorized to be here. Of course, I am. Papers? Uh, I forgot those at home. Can't you give a guy a break? If you detain me then I'm telling your boss and he isn't going to be happy about you stopping somebody as important as me. Still not buying it? OK, how about this? BANG! I tried to tell him not to stop me.

Prime Attribute: Charisma

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	1,500	2	+0	14
3	3,000	3	+1	13
4	6,000	3+1	+1	12
5	12,000	4	+2	11
6	24,000	5	+2	10
7	48,000	6	+3	9
8	96,000	6+1	+3	8
9	192,000	7	+4	7
10	384,000	8	+4	6



Know People: Even if a Face is unfamiliar with an area, they understand the workings of communities. With a successful Fast Talk skill roll, they can learn who the correct people are. This could be bureaucrats on the take, fences, street thugs, or whoever. It doesn't mean that the character knows the contact or has any relationship to the contact.

Morale Breaker: Face characters can demoralize and confuse opponents. The character may spend their round harassing foes within 30 feet. The foes gain -1 penalty on To-Hit rolls and Saving Throws for the next 1d6 rounds.

Move Among The Wolves: Face characters know how to move in different social circles. One evening, they are using the right salad fork at a corporate gala. The next day, they're having some brews with street thugs. With a successful Fast Talk skill roll, a Face may blend with any social group.

Not the Face!: If the GM decides that an ability score modifier is applied to a Saving Throw. Face characters may apply their Charisma modifier instead of the modifier chosen by the GM. Additionally, the character may add their Charisma modifier to their Armor Class. This is in addition to any modifier from a high or low Dexterity.

Skill Specialization: At 1st level, Face characters increase the Skill Rating of one of the following skills: Detective, Fast Talk, Sex Appeal, or Stealth by one.

THE MUSCLE

It's a 13 mm Ranger Super Magnum Auto Pistol with an extended magazine, polymer grips, and custom combat sights. I don't care if you've got the latest and greatest body armor. I can still put a bullet through that tiny gap between the plates at 50 meters. One hundred meters if I'm not hung over.

Prime Attribute: Constitution

Level	XP	HD	BHB	ST
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+1	12
4	8,000	4	+1	11
5	16,000	5	+2	10
6	32,000	6	+2	9
7	64,000	7	+3	8
8	128,000	8	+3	7
9	256,000	9	+4	6
10	512,000	10	+5	5



Combat Expert: Muscle characters choose one area of combat in which they excel and have received extra training.

- **Gun Bunny:** The character gains a +1 bonus To-Hit with ranged personal weapons.
- **Hot Shot:** The character gains a +1 bonus To-Hit with ship based and heavy weapons.
- **Sword Master:** The character's gains a +2 damage bonus with melee weapons.
- **Martial Artist:** The character's unarmed attacks do 1d6 damage.

Combat Sense: The character knows when to duck and weave. Muscle characters gain a -1[+1] bonus to Armor Class.

Combat Style: Muscle characters choose a combat style which reflects their basic approach and philosophy to combat.

- **Brute:** The character gains a +2 bonus to damage rolls.
- **Mobile:** The character gains a -1[+1] bonus to Armor Class.
- **Precise:** The character gains a +1 bonus To-Hit with all attacks.

SKILLS

Starting Skills: All characters some proficiency in all of the skills. Each skill has two related abilities scores. Add these scores together then divide the total by three (always round down). So a total of 17 would be 5.667, round it to 5. See the chart on the next page for easy reference.

In the event that a character's Ability scores permanently increase or decrease, the starting Skill Rating should be recalculated and then apply any bonuses for class and experience.

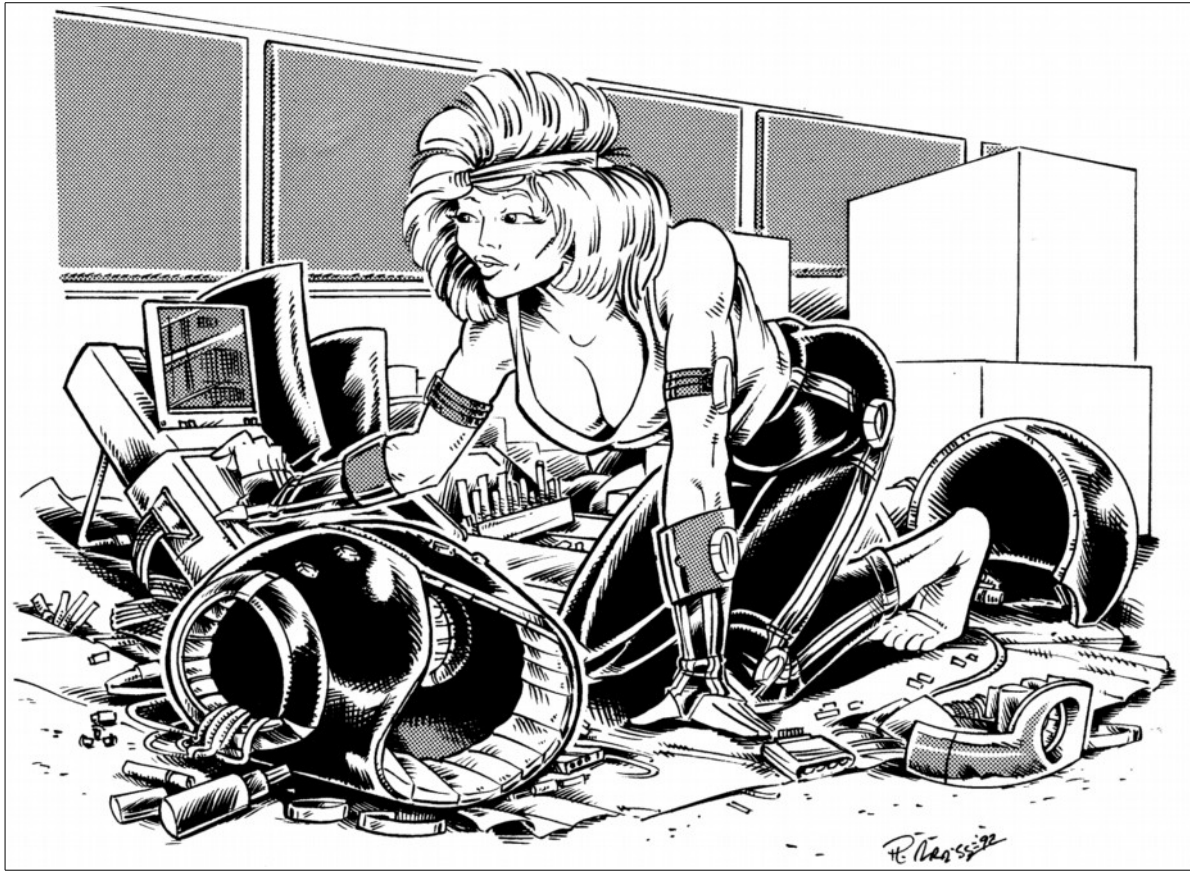
Using Skills: The GM decides which skill is applicable to what the character is attempting. The GM may impose a penalty (-1 to -3) or a bonus (+1 to +3) to the character's Skill Rating depending on the situation. Roll 2d6 if the result is lower than the character's Skill Rating then the attempt is successful.

If a character's Skill Rating is 12 (or more due to modifiers) then roll normally. If the dice come up as 12 (or box cars) then roll and additional d6. If that d6 rolls a 6 then the character has failed. Remember. Any skill related modifiers are to a character's Skill Rating not the roll.

Opposing Skill Rolls: Sometimes characters can be at cross purposes. When characters are attempting opposing actions, both characters make the appropriate skill check. The character who rolls the highest and is still successful wins.

Improving Skills: When a character gains a level pick two skills. Roll 2d6 for each. If the total is higher than the character's current rating then the Skill Rating goes up by one. For an alternate and easier method, when the character gains a level, increase one skill by one.

Skill	Related Abilities	Used For
Athletics	STR+DEX	Climbing, jumping, kicking in doors, acrobatic maneuvers, and balancing on narrow ledges.
Detective	WIS+CHA	Finding clues, avoiding surprise, searching, noticing details, interrogation, investigation, and detecting lies.
Education	INT+WIS	General education, knowledge, history, science, and languages.
Fast Talk	INT+CHA	Haggling, bluffing, diplomacy, disguise, and running a con.
Hacking	DEX+INT	Computer hacking, forgery, disabling security systems and locks.
Medicine	INT+WIS	First Aid, surgery, cybernetics, and diagnosis.
Pilot	DEX+WIS	Astrogation, piloting, performing dangerous maneuvers, and driving vehicles.
Tech	DEX+INT	Repair and modify equipment including space ships and weapons.
Sex Appeal	CON+CHA	Seduction, innuendo, and making good on the innuendo. Use your imagination.
Stealth	DEX+CHA	Sneaking, prestidigitation, surveillance, covertly tailing someone, and picking pockets.
Survival	CON+WIS	Tracking, predicting the weather, understanding flora & fauna, and living off the land.
Zero-G	DEX+CON	Being able to maneuver and work safely in 0-G without loosing your lunch.



For easy reference.

Total	Skill Rating
6 to 8	2
9 to 11	3
12 to 14	4
15 to 17	5
18 to 20	6
21 to 23	7
24 to 26	8
27 to 29	9
30 to 32	10
33 to 35	11
36	12

Languages: All of the languages from Earth are still spoken. This isn't a problem for the corporations that can just run conversations through translation software. Spacers don't always have that luxury so they created their own language; a mixture of Chinese, English, Japanese, and Spanish.

When Not Roll Skills: Any time a character attempts a skill roll, there should be some consequence for failure. If there isn't then don't bother rolling. Additionally, some tasks should be so simple anyone could perform them without any risk.

NPC Skills: Minor NPC's don't need a full writeup. To make things easier, they have only three skills: Physical, Mental, and Social. The GM decides which best suits the situation and rolls. As a rule of thumb, 6 to 7 should be considered average. See the Antagonists chapter for more details.

RACES

HUMAN



Life ain't easy but it's cheap. Sure you could just be another corp drone or a victim. That's the easy way out. There's plenty of ways to make a living out in the Frontier. If you don't mind not asking too many questions and aren't afraid of a little violence. But hey, you're still your own boss. Everybody still has to make a living.

The Frontier is full of people who got fed up with life in the Core but you can never outrun the reach of the Corporations. You think you've got that freedom but if they want you bad enough then they'll somebody after you. Somebody like me. Sure I've killed, stolen, and did worse things but I'm one of the good guys. I got a badge. See? So just come along quietly. The bounty is more if you're alive.

Dammit. Why do they always try to run?

Normal humans are the standard for the Stark Space universe but it doesn't mean that the average person's life is easy. Most end up spending their days working for one of the Corporations. Some get government jobs. Everybody else is on their own to make it the best way they can.

Lucky Bastards: Normal humans gain a +1 bonus to all Saving Throws.

Skilled: Human characters begin play with a +1 bonus to two different Skill Ratings. This bonus may be applied to a skill that the character already received a bonus from a class ability.

Class Restrictions: Humans may be any class.

MAX-GENE

There you were laying in a hospital bed dying of the rot. Your last bit cash went to your last treatment. All it did was ease the pain a little. Tomorrow, they're going to kick you out and you're going to die in the gutter. Then the Suit showed up with a contract. Just sign it and you'd be cured. Anything to cheat death. They manipulated your genes and you were cured. You felt stronger and healthier than you ever have. Your mind was a fuzzy but you were alive. You just had to work off your debt to the corporation.

There was no way you could work off that debt. The corp charged you for living in the work barracks. They charged you for gruel. If you didn't make quota then they charged you for the loss. If you got hurt, they charged you. If you tore the cheap coveralls, they charged you. One night you had a chance to sneak out of the camp and stowaway on a deep space freighter. Now, you're on the run with a price on your head but at least you're free.



Max-Gene's are humans who have undergone genetic manipulation. This may or may not have been voluntary. This process enhances the character's physical abilities at the cost higher mental functions. Max-Gene's are usually conscripted by a mega-corporation as menial labor or grunt security forces. Becoming a Max-Gene is a life long commitment. There is no way that the process can be undone.

There are rumors that some corporations have attempted similar experiments of Psi's in an attempt to augment their mental abilities. Those rumors also say that these experiments went horribly wrong and created uncontrollable psychotic psionic killers. But those are just rumors.

Body Before Mind: At character generation, the player may opt to reduce one of the character's mental ability scores (INT, WIS, or CHA) by two points and increase one of the character's physical ability scores (STR, DEX, or CON) by one. This may be done multiple times but no mental ability may be taken below 5 and no physical ability can be less than 13 or greater than 18.

Hardy: Max-Gene's heal at twice the normal natural rate.

Unstable: Max-Gene's become psychologically unstable. This is usually exhibited with outbursts of psychotic rage. When the character is faced with a stressful or frustrating situation, he must make a Saving Throw with a +2 bonus or go into a rage attacking who or what ever is closest. This rage lasts at least 1d6 rounds. After that time, the character's rage continues until a successful Saving Throw is made. Check each round.

At the Game Master's discretion, Max-Gene characters may have a different psychological drawbacks. This may include a severe penalty to social interactions or some other roleplaying function.

Class Restrictions: Max-Gene's may only be Muscle. Before the process, the character could have been quite intelligent or charismatic but that has been taken away.

SIMULANT

Your memories are just ones and zeros. You're a machine and they made you to look human. They did too good of a job. You feel, fear, love and cry. You even dream. The law says you're just a machine. Property. But you know you have a soul just like them. The Underground got you some forged papers and you headed off to the Frontier to live free the last of your days. When you die, you'll finally know if you really do have a soul or not.

Simulants are biomechanical androids designed to look and act like humans. The Corporations did too good of a job. Not only do some Simulants believe that they are human, some humans believe that too. The laws say they are property.

Simulants require food, water, and air like a normal human. Self repairing circuits allow them to “naturally” heal at the normal rate and normal first aid measures work on them.

Planned Obsolescence: While Simulants do not age, their creators did plan for them to only last a limited amount of time. When the character gains a level roll 1d20. If the roll is less than the character's level then the Simulant has suffered a degradation of its systems. Roll on the chart below. If any ability score is reduced to 0 then the Simulant dies.

System Degradation			
1	-1d3 STR	5	-1d3 WIS
2	-1d3 DEX	6	-1d3 CHA
3	-1d3 CON	7	Roll Twice.
4	-1d3 INT	8	Roll Thrice.

There are many black market clinics that will repair Simulant system degradation for a hefty price. A single Ability score must be returned to its original value with repairs and each ability score is repaired separately.

- Repairing Physical Scores (STR, DEX, CON): Character's Original Ability Score x Number of Points Lost X 100.
- Repairing Mental Scores (INT, WIS, CHA): Character's Original Ability Score x Number of Points Lost X 1,000.

Detecting Simulants: Psi characters can easily detect if a subject is a Simulant. Otherwise, it requires a thorough medical examination, or blood or genetic testing.

Engineered: During character generation, the player may re-roll one Ability score and take the better result.

Made to Last: Simulants are tougher than normal flesh and blood. They gain a +2 bonus to Saving Throws vs poison, disease, and drugs. When a Simulant character gains a level, they may re-roll one of their Hit Dice and take the higher number.

Class Restrictions: Simulants may be any class.



PSI

You're just like everybody else except for the visions and headaches. You can hear other people's thoughts sometimes. You move things just by thinking about it. You can't tell anyone. Some zealot might burn you at the stake for being a witch. The corps and the government deny that people like you exist. But that doesn't stop them from hunting you down and cutting open your skull to see what makes you tick.

So just walk along. You never saw me.

No one knows whether it's cosmic radiation, living in polluted cities, or something else that causes some humans to develop extraordinary mental powers. Officially, the Government and the Corporations deny that such people exist. Unofficially, they hunt down these people. Some are recruited for black ops while others are turned into lab rats.

Psi characters generate an additional ability score called PSI. This is generated just like the character's other ability scores. Game Masters should use their discretion on how exactly they wish to add this ability score to their character generation systems. The character's PSI score is used to determine the character's starting Psi skills. The character must make the applicable Psi Skill roll in order to activate an ability. There are three Psi Skills: Clairvoyance, Telekinesis, and Telepathy. Psi skills are used and improve like normal skills.

Powerful Mind: Psi's gain a +2 bonus to Saving Throws against Psi abilities.

Class Restrictions: Psi's may be any class.

PSI SKILLS

Clairvoyance (PSI+WIS): This ability allows the Psi to see and hear through solid objects. This ability cannot pass through even a thin sheeting of lead or other radiation type shielding.

The Psi may also get random visions associated with a person, object, or place. The Psi must be touching the person or object for this ability to function. At the GM's discretion this may occur randomly or at appropriate times. The character may attempt to purposefully do this but it requires a Skill Roll at one half their normal rating.

Telekinesis (PSI+INT): The Psi can move objects using mental power alone. The amount of weight he can lift and move is 5 KG/character level. The objects must be within 60 feet of the character and the character must have a clear line of sight to the objects. The effect lasts 1 round/level.

The Psi may hurl objects at an opponent. First, the character must activate the ability with a skill roll. Then the character attempts an attack roll using their normal BHB and modifying the attack and damage roll by the character's PSI ability score modifier. The base damage for hurled objects is a1d6.

The character may attempt to release an effect similar to an EMP burst to disrupt high tech devices. The character must touch the device and attempt a skill roll at one half of their skill rating.



Telepathy (PSI+CHA): The Psi can detect the thoughts of other beings at a distance of 60 ft. This ability cannot penetrate lead or other radiation shielding. Unwilling subjects are allowed a Saving Throw. The Psi may attempt to read the target's surface thoughts or send a simple message. Unwilling targets are allowed a Saving Throw. Also the character can detect if the target is another Psi or a Simulant. The Psi may attempt to read the target's subconscious mind with a skill roll at one half their skill rating. The target may attempt a Saving Throw to negate.

The Psi may attempt to control another being within 30 feet and the Psi must have line of sight to the target. Force fields and similar effects block this ability. The Psi attempts a skill roll at half their normal rating and the target is allowed a Saving Throw. Each time the Psi issues a new request or the victim is placed in a moral dilemma due to the mind control, the Psi must also roll to activate the power again (at half skill rating) and the victim gets another Saving Throw.

Mindwipe: The Psi attempt remove memories or completely wipe the mind of a target. The Psi must be touching the target for this ability to work. The Psi attempts a skill roll at one half their normal rating and the target is allowed a Saving Throw with a +4 bonus. If the target resists then he is permanently immune to any further attempts at Mindwipe by that Psi. If the Psi takes any Psi Stress while using this ability, then the character attempts a Saving Throw. On a failure, the character wipes their own mind. The exact effects are up to the GM's discretion.

PSI STRESS

Using Psi abilities is not easy nor is it save. When a Psi uses their powers, there may be additional cost placed on the character.

Roll 1d6 on the Psi Stress chart if:

- The character successfully rolls their skill check but rolls doubles.
- The character fails on their skill check but doesn't roll doubles.

Roll 1d6+1 on the Psi Stress chart if:

- The character fails their skill roll and rolls doubles.

Penalties and durations of similar effects stack.

	Clairvoyance	Telekinesis	Telepathy
1	Nosebleed: 1 HP damage.	Nosebleed: 1 HP damage.	Nosebleed: 1 HP damage.
2	Burnout: Cannot use this ability for 2d6 hours.	Burnout: Cannot use this ability for 2d6 hours.	Burnout: Cannot use this ability for 2d6 hours.
3	Seizures: Cannot take any action for 1d6 rounds.	Seizures: Cannot take any action for 1d6 rounds.	Seizures: Cannot take any action for 1d6 rounds.
4	Confusion: -2 to all skill rolls for 2d6 hours.	Confusion: -2 to all skill rolls for 2d6 hours.	Confusion: -2 to all skill rolls for 2d6 hours.
5	Headache: -1 to attack rolls, Saving Throws, & Skill rolls for 1d6 hours.	Headache: -1 to attack rolls, Saving Throws, & Skill rolls for 1d6 hours.	Headache: -1 to attack rolls, Saving Throws, & Skill rolls for 1d6 hours.
6	Brain Aneurism: Take 1d6 damage.	Brain Aneurism: Take 1d6 damage.	Brain Aneurism: Take 1d6 damage.
7	Hallucinations: Suffer odd & bizarre visions and strange flashbacks and premonitions for 1d6 minutes.	Poltergeist: Loose objects in 30 foot radius randomly fly about for 1d6 rounds. Other characters take 1d6 damage. Save for half.	The Voices: Hear voices inside your head for the next 1d6 minutes. Cannot focus on anything or communicate.

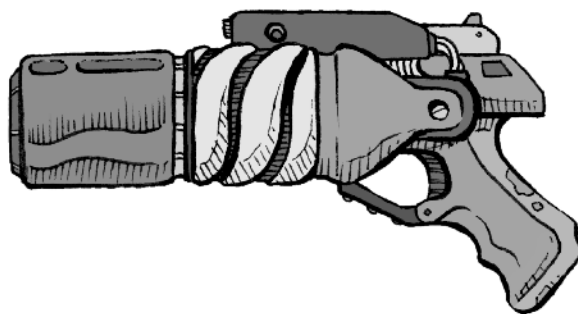
WEAPONS & EQUIPMENT

We've only listed the most common types and ones that specifically fit the setting. All manner of equipment is available. The pricing for common, mundane items are left to the GM's discretion.

FIREARMS

Firearms are the most common type weapon in the Stark Space universe. Most are very similar to modern ones. They are lighter due to more advanced materials and caseless ammunition. They are slightly more reliable and accurate than their modern counterparts.

No attempt has been made at creating all the various makes and models.



Weapon	Damage	ROF	Range	Ammo	Weight	Cost	Notes
Light Pistol	1d6	2	50	7	2	250	
Pistol	1d6+1	2	75	13	3	300	
Magnum Pistol	1d6+2	1	75	7	4	350	
Machine Pistol	1d6	2	50	15	4	400	Autofire*
Sub Machine Gun	1d6+1	2	60	30	5	450	Autofire*
Assault Rifle	1d6+2	2	150	20	7	1,000	Autofire*
Assault Shotgun	1d6+3	1	30	10	10	750	Autofire*
Sniper Rifle	2d6	1	500	10	15	1,500	

**Weapon may fire a short controlled five-round burst. +1 To-Hit, 2x Damage. Target may Save for half damage. This replaces the weapon's normal ROF.*

Light Pistol: Small concealable pistol often used by undercover operatives, street thugs, or as a backup weapon.

Pistol: Standard weapon used by police, security, and military forces. The most common type of firearm found.

Magnum Pistol: A heavy pistol used by some security forces. A favorite for street thugs who are compensating.

Machine Pistol: The deadly power of a sub machine gun in a concealable package.

Ammunition Costs: Ammunition comes in disposable magazines for each type of weapon. The cost of such a magazine is 20 Credits.

Sub Machine Gun: A compact death dealing weapon used by a wide variety of forces.

Assault Rifle: A standard issue rifle for most military forces.

Assault Shotgun: A dangerous close quarters weapon used by pirates and special response forces.

Sniper Rifle: Long range weapons designed to take out a single target. Used by military forces and assassins.

CUSTOMIZING FIREARMS

As mentioned earlier, there's many types and variations of firearms and chances are that at least one player character will want to customize their weapon. Here's some of the common modifications that can be applied to firearms.

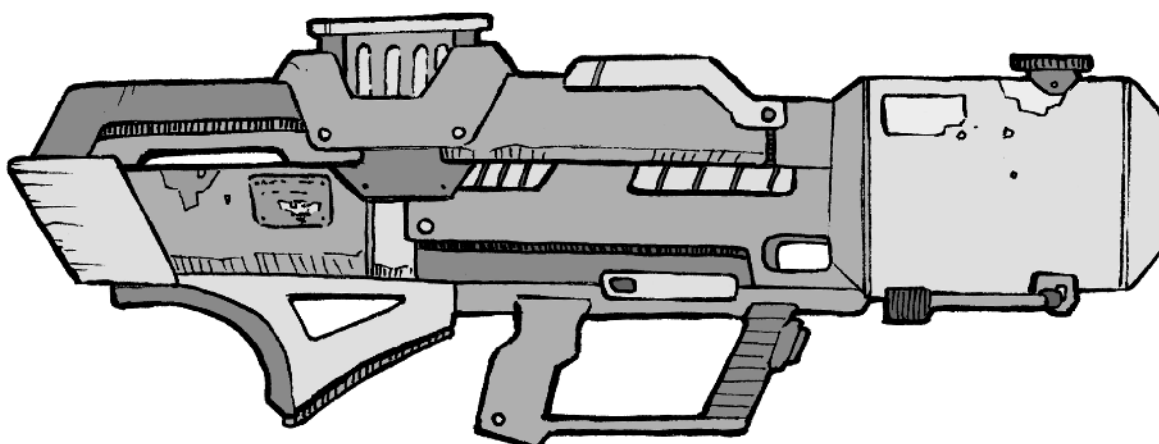
- **Combat Sights:** The weapon is equipped with laser sights or some other augmented sighting system or other modification making it more accurate. Gain: +1 To-Hit. Cost: +25%
- **Extended Magazine:** Increase the weapon's ammunition capacity by 50%. Cost: +25%
- **Super Magnum:** The weapon is bored out to a larger caliber or "super" charged ammunition is used. Gain: +1 Damage, Cost: +50% to weapon and ammunition.

EXPLOSIVES & HEAVY WEAPONS

Characters will want the most powerful weapons that they can lay their hands on. The Law may say otherwise. Explosives and heavy weapons are strictly controlled in most areas of civilized space. That means player characters will have to rely on the black market to these weapons. And also hope that they are not caught by the authorities.

Weapon	Damage	Weight	Cost	Notes
Grenade, Frag	2d6+2	1	25	Range: 30 Ft, 50 Ft burst radius. Save for half damage.
Grenade, Concussion	3d6+2	1	25	Range: 30 Ft, 5 Ft burst radius. Save for half damage.
Rocket Launcher	4d6	15	500	Range: 200, ROF:1/2, see below*.
Plastic Explosives	1d6/Charge	1	200	5 ft, burst radius per charge, see below.*

**Reduce damage by 1d6 for 5 Ft away from the point of the explosion. Save for half damage.*



MELEE WEAPONS

Mankind has reached other planets and they still use swords. Sounds silly, right? A lot of people thought so too. Until folks started noticing that any bullet that could penetrate body armor, could also penetrate the hull of a space ship. Other archaic weapons like bows, crossbows, and axes are still used.

Weapon	Damage	Weight	Cost
Dagger	1d6-1	1	3
X-Dagger	1d6	1	15
Sword	1d6	3	10
X-Sword	1d6+1	3	20
Stun Baton	1d6	1	20
Buzz Knuckles	1d6-1	.5	15

X-Dagger and X-Sword: These are high tech weapons with incredibly sharp blades made from the most advanced polymers.

Stun Baton: A *tonfa* baton outfitted with electrodes to deliver a stunning shock to the target. When a target is successfully struck with a stun baton, they must make a Saving Throw or be stunned for next round.

Buzz Knuckles: A high tech version of brass knuckles which can deliver an electrical charge like a stun baton.

ARMOR

Body armor. It's all that stands between you and a shallow unmarked grave.

Armor	AC[AAC]	Cost	Weight
Light	-2[+2]	25	30
Medium	-4[+4]	50	50
Heavy	-6[+6]	100	100

Light Armor: The most common type of armor. It is usually designed to look like normal clothing such as a jacket, trench coat, or heavy duty work clothes.

Medium Armor: This is standard issue for most security, police, and paramilitary forces. Unlike Light Armor, it cannot be disguised as normal clothing. It is obvious that the character is wearing armor.

Heavy Armor: This is military grade armor. This is not the sort of thing that is seen everyday and the only people who walk around in it are military personnel while in a combat zone.

Note about Heavy Armor: Some characters will want wear heavy armor all the time. This probably won't go well in the more civilized areas of the universe and might be illegal.



CYBERWEAR

Enhancing Cyberwear is still available in the universe but has widely gone out of use. Even the Corporations have generally abandoned its use. Generic manipulation and various performance enhancing drugs are cheaper to produce. However, if a character is desperate, they can find a body chop shop on the Frontier that would be willing to install a shiny set of chrome eyes.

Prosthetic limbs and organs are still common. They are no better than the originals but have a mechanical appearance. They are cheaper than vat grown replacements but carry a social stigma. Simple mechanical prosthetic limbs and organs cost 1,000 while vat grown replacements cost 10,000. Prosthetic limbs and organs do not count as Cyberwear.

Cyberwear & Character Race

- Simulants are already biomechanical constructs. They cannot use cyberwear. Most Simulants are attempting to be more human and the concept of adding machinery to their body's is very disturbing to them.
- Max-Gene's are designed so their bodies reject any cybernetic enhancements. Max-Gene's cannot have any cyberwear.
- Humans may have cybernetic implants with the normal side effects.
- Psi's cannot have cybernetics, they interfere with Psi abilities.

When a character has a piece of Cyberwear added to their body attempt a Saving Throw with a penalty equal to the total number of pieces of Cyberwear the character has including the new one. Also subtract the total number of times, that the character has failed this Saving Throw previously. On a failure, roll on the following chart. Similar rolls increase the severity of the condition.

Cyberwear Side Effects			
1	-1 All Saving Throws.	11	-1 to a random Skill Rating.
2	The character has strange flashbacks of a traumatic experience.	12	The character becomes obsessive compulsive about some aspect.
3	The character suffers from complete amnesia.	13	When under stress, the character goes berserk.
4	The character gains an addiction to a drug or other vice.	14	Excessive stimulation causes the character to have seizures.
5	The character hears voices in their head.	15	The character blackouts at random times.
6	The character loses the ability to read.	16	The character has near fatal overconfidence.
7	Mental Scars: -1d6 WIS.	17	Loss of Humanity: -1d6 CHA.
8	Character loses sense of taste and smell.	18	Infection: -1d6 CON.
9	Character twitches. -1 on attack rolls and any skill requiring fine manipulation.	19	Character's body rejects the Cyberwear including any previous implants.
10	Brain Damage: -1d6 INT.	20	Roll Twice.

COMMON CYBERWEAR

Adrenal Boost: The character's adrenal system is augmented with artificial hormones and neuro-electrical stimulation. Increase character's Move to 15 and gain +1 bonus to Initiative rolls. **Cost:** 5,000

Brain Booster: The character's brain power is boosted with artificial electrical stimulation and synthetic neurons. Increase the character's Intelligence *modifier* by 1*. Any Intelligence related Skill Ratings gain a +1 bonus. **Cost:** 3,500

Chrome Eyes: The character's natural eyes are replaced with chrome sensors. The character can see in the dark and gains a +1 bonus To-Hit with ranged attacks. **Cost:** 7,500

Dermal Armor: Tough ballistic cloth fibers are woven into the character's skin making it stiff and durable. Some even add various dyes or textures to the skin. The character gains -1[+1] Armor Class. **Cost:** 2,500

Long Ears: Sensitive ferro-ceramic plates replace that character's ears. The character gains enhanced hearing (+1 on noticing noises) and has built-in communications system. **Cost:** 1,250



Med-Nano's: Specially designed medical nanites are injected into the character's blood stream. Increase the character's Constitution *modifier* by 1*. Any Constitution related Skill Rating gain a +1 bonus. **Cost:** 5,000

Mood Stabilization: Synthetic hormones augment and stabilize the character's brain chemistry. Increase the character's Wisdom *modifier* by 1*. Any Wisdom related Skill Rating gain a +1 bonus. **Cost:** 5,000

Nuero Reflexes: Special nanites reconstruct the character's nervous system with a more efficient synthetic replacement. Increase the character's Dexterity *modifier* by 1*. Any Dexterity related Skill Ratings gain a +1 bonus. **Cost:** 5,000

Phriendly Pheromones: The character's body odor is altered to be pleasant to others.. This is usually accompanied by some sort of cosmetic surgery. is Increase the character's Charisma *modifier* by 1*. Any Charisma related Skill Ratings gain a +1 bonus. **Cost:** 3,750

Synth Muscles: Increase the character's Strength *modifier* by 1*. Any Strength related Skill Ratings gain a +1 bonus. **Cost:** 5,000

*Cyberwear that augments a character's ability score modifiers allow for modifiers to be greater than the normal +1.

DRUGS

A medicated society is a polite society. Or so the Corporations think. There's all sorts of drugs on the streets. Generally, they're experimental, illegal, dangerous, and unreliable but that doesn't stop some street chemist or shadowy corporate lab from brewing up the latest pharmaceutical concoction to keep the masses in check.

Note: Just as Hit Points don't reflect the true consequences of real world injuries, the drug system does not reflect the real world effects of drugs.

Brain Freeze: Brewed up by a secret corporate lab and designed to limit the abilities of PSI's.

Duration: 4d6 hours (Saving Throw for half duration)

Effects: While under the effects of Brain Freeze, the character's PSI Skills are at one half (round down). Additionally, the character rolls 1d6+1 on the PSI Stress table any time a PSI ability is used.

Side Effects: There is a 1 in 20 chance with each dose that the character permanently loses one point of INT, WIS, CHA, or PSI (Determined randomly.)

Cost: 150/dose

Little Blue Pill No. 69: Named after an obscure drug from the 20th century, Little Blue Pill No. 69 acts like a euphoric, aphrodisiac, prophylactic and anti-biotic all rolled into one. It's a favorite party drug.

Duration: 1d6 hours

Effects: The character gains a +2 bonus to Sex Appeal and to Saving Throws to resist disease.

Side Effects: There is a 1 in 20 chance with each dose that the character is chemically sterilized and loses all libido.

Cost: 10/dose

Lull-Low: A favorite mood altering drug and emotional suppressant used by many in high stress occupations.

Duration: 2d6 hours

Effects: The character is at -2 to all initiative rolls, attack rolls, skill rolls and Saving Throws but feels really good. The character's morale is improved and for the next 1d6 hours after Lull-Low wears off, the character gains a +1 bonus to all Saving Throws.

Side Effects: After each dose, attempt a Saving Throw at +4 or permanently lose 1 point of INT, WIS, or CHA determined randomly.

Cost: 15/dose

Moonshine: When you don't have time to get drunk the conventional way. A little pill that acts like conventional alcohol in a fraction of the time. Hangover included.

Duration: 3d6 hours

Effects: The character is drunk.

Side Effects: There is a 1 in 100 chance that the character is blinded permanently. Also, attempt a Saving Throw at +4 or permanently lose 1 point of CON.

Cost: 10/dose

Omega Psi: An illegal psi enhancing drug that was allegedly created in a secret corporate lab. Street sellers generally have tainted or attempt to pass off some other concoction as Omega Psi.

Duration: 1d6 hours

Effects: The character gains a +2 bonus to all Psi skills and suffers no effects of Psi Stress for the duration. However when the Omega Psi wears off, roll 1d6+1 for each ability on the Psi Stress chart.

Side Effects: There is a 1 in 10 chance that the drug isn't Omega Psi. Roll on the Random Drug Effects table. If the drug actually is Omega Psi then there is a 1 in 20 chance that the character will suffer a brain aneurism and die. No Save.

Cost: 250/dose

Rage Roids: A low-grade combat drug that isn't used by any military or corporate forces but is popular in the underground fighting circuits.

Duration: 4d6 minutes

Effects: The character gains a +1 To-Hit and +2 damage with melee attacks and gains 1d6 HP(beyond the normal maximum) for the duration.

Side Effects: When the Rage Roids wear off, the character takes 3d6 damage from torn muscles etc. The character also must attempt a Saving Throw at +4 or die of a heart attack.

Cost: 75/dose

Sparky: The top of the list party drug. It's so common that there are many knock off and black market versions.

Duration: 2d6 hours

Effects: The character is boldly overconfident and gains a +1 bonus to Saving Throws (except against the side effects of Sparky) but takes a -1 penalty to attack and skill rolls.

Side Effects: Attempt a Saving Throw at +4 or die.

Cost: 75/dose



Tachyon: A stimulant widely used by mid-level corporate managers, grad students, and production line workers. Unofficially used by some military units.

Duration: 4d6 x 2 hours

Effects: The character cannot sleep and will work tirelessly. Also, the character gains a +1 bonus to Initiative but has -1 penalty to all attack rolls and skill checks.

Side Effects: The character cannot heal naturally or otherwise for the next 1d6 days and will sleep for twice the duration of the drug. Attempt a Saving Throw at +4 or die.

Cost: 90/dose

Z-Omega: A highly secret and experimental drug which has appeared in a few remote areas. More than likely it was a combat enhancing drug experiment that went horrible wrong.

Duration: 3d6 hours

Effects: The character gains a +2 bonus to STR, DEX, and CON *modifiers* for the duration.

Side Effects: The character must attempt a Saving Throw immediately after taking the Z-Omega. On a failure, the character's INT, WIS, and CHA *scores* are permanently reduced to 1. The character has become nothing more than an engaged animal.

Cost: 1,000/dose

RANDOM DRUG EFFECTS

Because sometimes what you buy on the street isn't what's advertised and sometimes the latest batch of experimental drugs don't work quite right. Then there's always some dummy who wants to see what happens when you mix random drugs.

1	Roll Twice.	11	The character is violently ill for the next 2d6 hours. Vomiting and diarrhea.
2	Character falls into a coma for 1d6 days.	12	The character becomes suicidal for the next 4d6 hours.
3	Character permanently loses 1 point of INT, WIS, or CHA (Determined randomly.)	13	Character permanently loses 1 point of STR, DEX, or CON (Determined randomly.)
4	Character has insatiable hunger and will eat anything and everything including their own fingers.	14	Character has vivid hallucinations for next 1d6 hours. This happens again at random times for the next 2d6 months.
5	Character blacks out for 1d6 hours. When the character wakes up increase a random ability score by one point.	15	Character blackouts out for 1d6 hours. When the character wakes up he has lost a level.
6	Re-roll the character's HP. If the new total is less then keep it.	16	Re-roll the character's HP. If the new total is more then keep it.
7	Character is paralyzed from the neck down for the next 2d6 hours.	17	Attempt a Saving Throw at +2 or die. If successful then take 3d6 damage.
8	Character bleeds from their eyes taking 1d6 damage. Also, the character is blind for 1d6 hours.	18	Nothing happens until 1d6 days later when the character has tumors emerge all over their body.
9	The character permanently loses one point from all skills.	19	The character has a massive headache. -1 to all attack rolls, skill checks, and Saving Throws for the next 2d6 hours.
10	The character goes into a psychotic rage for the next 3d6 hours.	20	Nothing happens.

OTHER EQUIPMENT

Resuscitation Pack (ResusPak): This device can be attached to the chest of recently fatally injured character. It provides cardiopulmonary stimulation and a cocktail of anti-trauma drugs to keep the subject alive.

When a character reach 0 HP or less and should be considered dead, a ResusPak may be applied to attempt to save the character's life. The pack must be applied before the end of round after the character was reduced to 0 HP. The character attempts a Saving Throw. If successful then roll on The Dismemberment Chart for lasting effects of the injuries. If the roll is a failure then the character is dead. If the character takes any more damage, they are dead. The character still requires medial attention before any healing can actually begin. **Cost:** 150 each

Dismemberment Chart	
1	Lost an eye.
2	Neurological Damage: -1 DEX
3	Head Trauma: -1 WIS
4	Brain Damage: -1 INT
5	Organs Ruptured: -1 CON
6	Broken Back: -1 STR
7	Scarred: -1 CHA
8	Lost a Hand.
9	Lost an Arm.
10	Lost a Foot.
11	Lost a Leg.
12	Roll Twice.

Nano-Disguise Kit: This is a sticky putty that can be applied to a character's head or entire body. The putty is composed of nanites which can be programmed to alter the character's appearance. This includes skin tone, eye color, hair, morphology, voice and any other physical feature. A Nano-Disguise only disguises a body and appearance, it cannot create clothing or equipment.

Cost: 500 (Face Model) 2,500 (Whole Body Model)

Food: There's lots of people out there and that means lots of mouths to feed. Good food is at a prime in Stark Space. There are basically three types of food that can be found.

- **Real Food:** That means meat that comes from an animal. Fruits, grains, and vegetables that come from plants that grew in soil. This is a rare luxury item generally only available to the wealthy. **Cost:** 10,000 for one complete meal.
- **Vat Grown:** Genetically engineered bio-masses are grown in vats, processed, and artificially flavored. This is what the average person has to eat. It might sort of look and taste like real food but isn't even close. Often it is dehydrated or otherwise preserved. **Cost:** 20 for one meal.
- **Processed Mystery Food:** Primarily, it is processed chemical compounds that offer the "nutritional equivalent" of a meal then enhanced with some unknown filler and artificial flavoring. **Cost:** 5 for one meal.

Buying a Simulant: If characters have the money and the desire they may purchase Simulants.

- **Latest Model:** It has a full personality matrix and skills. (Generate exactly like a player character Simulant.) It also has the greatest chance of going rogue (1 in 6 every two months). **Cost:** 25,000
- **Economy Model:** Not too bright, nor does it have a full personality. But can be used for menial labor or "entertainment" Consider and Economy Model to have the following stats: AC: 9[10], HD: 1, Save: 18, Move: 12. **Cost:** 5,000
- **Sim-Pet:** Real animals are tough to come by but there's plenty of shops to pick up simulant pets like dogs, cats, birds, or snakes. **Cost:** 100

OPTIONAL COMBAT RULES

HAND-TO-HAND COMBAT

Unarmed Strikes: These are any attacks using the character's body as a weapon. They can be punches, kicks or any other similar type of attack. They do 1d3 damage (Muscle characters who take Martial Arts do 1d6). Like other melee attacks the damage is modified by the character's STR. Attack rolls are made as normal. How the damage is applied depends on the attacker's goal. If the attacker is going for the kill by breaking bones, strangling or damaging organs then the damage is applied to the target's HP as normal. But if the attacker is attempting only to knock out the target then damage is applied to the target's CON score. When the target's CON score is reduced to 0 or less then the target is knocked out for 1d6 hours. When the character awakens, his CON score is back to normal.

Disarming: So some thug sticks a gun or a knife in your back. What do you? You take it from him. If you're good enough. Both characters make Attack Rolls modified by their DEX. The higher rolls wins. If the armed character wins, then that character gets to immediately make an attack. If the disarming character wins, then the weapon is knocked from the other character's grasp. If the disarming character beats the armed character by 5 or more, then the disarming character has taken the weapon and may use it next round.

Grappling, Wrestling, & Holds: Some times you need to keep somebody from running away but you still need them awake to answer questions. Both characters make Attack Rolls. These may be modified by either STR or DEX which ever is better. Simply, high roll wins. If the attacker wins then the target is in hold but the defender may attempt to free themselves with another opposed Attack Roll. If the attacker beat the defender by 5 or more then the defender is pinned and ain't going anywhere.

Up to four characters may attempt to restrain another character at one time. The defender makes only one attack roll but each attacker makes their own roll with a +1 bonus for each ally beyond the first.

Throws: Maybe punching isn't your strong suit but bouncing skulls off a bulkhead is more your style. Throws do 1d3 damage (or 1d6 for some Muscle characters). Both characters make Attack Rolls. These may be modified by either STR or DEX which ever is better. If the attacker rolls higher then the target is thrown up to 5 feet away. Damage is applied like with Unarmed Strikes above with one exception. The attacker may opt to use the defender's STR to modify the damage.

GUN FIGHTS

Aiming: The character may spend their round aiming at a target and gain a +2 bonus To-Hit.

Cover: Attackers have -2 to -4 penalty to their attack rolls for targets who are behind cover.

Suppressive Fire: A character may use a weapons that is capable of autofire to spray an area. Any targets in the area must make a Saving Throw to act or move. If the target fails the roll then they spend their round diving behind cover.

Spray & Pray: A character firing an automatic weapon may opt to empty a (full) magazine at a target or group of targets. This affects a 15 foot radius area. Each target takes damage as per the weapon. The targets may attempt a Saving Throw to negate the damage.

Two Weapon Fighting: A character may fire two one-handed firearms at the same target. This grants a +1 bonus to-hit and +2 damage. Not two attacks.

ANTAGONISTS

In Stark Space, the player characters will be most often opposed by other humans most of which won't have any extraordinary abilities or powers. As mentioned earlier, Minor NPC's don't need a full writeup. They have only three skills: Physical, Mental, and Social. The GM decides which skill would best suits the situation and rolls. As a rule of thumb, 6 to 7 should be considered average.

MERCS & MILITARY

	Grunts	Soldiers	Elite Forces
Armor Class:	5[14]	5[14]	4[15]
Hit Dice:	1+1	2	4
Attacks:	+1 Assault Rifle (1d6+2)	+2 Assault Rifle (1d6+2)	+4 Assault Rifle (1d6+2)
Saving Throw:	18	17	15
Special:	Carries 1d6 grenades.	Carries 1d6 grenades.	Carries 1d6 grenades.
Move:	12	12	12
Phy/Men/Soc:	7/6/6	7/7/6	8/8/7
HDE/XP:	1/15	2/30	4/120

Mercenaries, Marines. Call them what you want. They'll go into the worst places in space and most of them will come out alive. Some are independents, others are government forces, and of course the corporations have their own armies.

POLICE & SECURITY

	Security Guard	Street Cop	Swat Team
Armor Class:	8[11]	7[12]	5[14]
Hit Dice:	1+1	2	3
Attacks:	+1 Pistol (1d6+1)	+2 Pistol (1d6+1)	+3 Sub Machine Gun (1d6+1)
Saving Throw:	18	17	16
Special:	None	None	None
Move:	12	12	12
Phy/Men/Soc:	6/6/6	7/7/7	8/7/7
HDE/XP:	1/15	2/30	3/60

Criminals are everywhere and so are the cops. Sometimes it's hard to tell them apart. It doesn't matter if it's some corporate rent-a-cop or a local badge. They're out there catching the bad guys or on the take and catching whoever their sugar daddy wants them to.



STREET CRIMINALS

	Goons	Thugs	Gang Leader
Armor Class:	9[10]	7[12]	6[13]
Hit Dice:	1	1+1	2
Attacks:	+1 Light Pistol (1d6)	+1 Pistol (1d6+1)	+2 Magnum Pistol (1d6+2) or Machine Pistol (1d6)
Saving Throw:	18	18	17
Special:	None	None	None
Move:	12	12	12
Phy/Men/Soc:	7/5/6	7/6/6	8/6/7
HDE/XP:	1/15	1/15	2/3



No matter where you go, there will be some punk wanting to make a name for himself. Yeah, these guys are a dime a dozen and usually aren't a problem. That is unless they're backed by a much larger and more dangerous group.

Criminals come in all shapes and sized. They also have a wide range of crimes of choice. Most are the run of the mill street level thug. A very few manage to gather the resources and get ship and become roving bands of low grade mercenaries.

QUICK & EASY GOONS

Sometimes a Game Master wants to quickly come up with some random generic goons. Just roll 2d6 three times on the following chart.

	AC	HD(ST)	Weapon
2	9[10]	1(18)	None
3 to 5	8[11]	1+1(18)	Dagger (1d6-1)
6 to 8	7[12]	2(17)	Pistol (1d6+1)
9 to 11	6[13]	2+1(17)	Mag Pistol (1d6+2)
12	5[14]	3(16)	Two Weapons

Assassin

Armor Class: 6[13]

Hit Dice: 4

Attacks: +5 Pistol (1d6) or Sniper Rifle (2d6)

Saving Throw: 15

Special:

- **One Shot, One Kill:** Assassins do double damage to surprised targets.
- **Dead Shot:** Assassins gain a +1 To-Hit in combat. (Already figured in.)

Move: 12

Phy/Men/Soc: 8/7/8

HDE/XP: 5/240

Everybody wants to be somebody but when you become somebody then somebody else will want you dead. Lot's of people are willing to kill for handful of credits but there a few professionals out there who have it down to a science. Don't get on the wrong side of these killers. You'll never know what hit you or who put out the hit on you.

Bodyguard

Armor Class: 5[14]

Hit Dice: 3

Attacks: +3 Magnum Pistol(1d6+2)

Saving Throw: 16

Special:

- **Not Surprised:** There is a 1 in 6 chance that a Bodyguard can be surprised.
- **Take the Bullet:** If a Bodyguard is adjacent to the target of an attack, the Bodyguard may attempt a Saving Throw. If successful the Bodyguard takes the damage from the attack.

Move: 12

Phy/Men/Soc: 8/7/7

HDE/XP: 4/120

There's good money to be had putting people into early graves. There's also good money in preventing that. Being a bodyguard is tough and dangerous work but pays better than most dangerous gigs. You just have to turn off that part of you conscious that asks if that body is worth more than your own.



Bounty Hunter

Armor Class: 6[13]

Hit Dice: 3

Attacks: +3 Magnum Pistol(1d6+2)

Saving Throw: 16

Special:

- **Always Get the Bounty:** Bounty Hunters gain a +1 To-Hit and Damage against the object of their bounty.
- **Contacts:** Bounty hunters have a networks of informants across space. If a character is the target of a Bounty Hunter's pursuit, the character attempts a Saving Throw everyday. On a failure, the Bounty Hunter has tracked down the character. If the character is making no effort to cover their tracks, this Saving Throw may be penalized up to -4 based on the Game Master's discretion.

Move: 12

Phy/Men/Soc: 7/8/9

HDE/XP: 4/120

Sometimes there's somebody out there who doesn't want you dead but wants you for some reason. And sometimes dead is better. Bounty hunting is a lucrative business and there places on the Frontier where you can't swing a stick without hitting half a dozen skip tracers.

Crazed Cybergoon

Armor Class: 3[16]

Hit Dice: 6

Attacks: +7 by weapon usually Assault Rifle (1d6+2) or X-Sword (1d6+2)

Saving Throw: 13

Special: Cyberwear (Bonuses already included)

Move: 15

Phy/Men/Soc: 10/6/5

HDE/XP: 7/600

This is what happens when some punk tries to see how much cyber-junk he can install in his body. Or maybe some corporation decides they want to try another man-machine super soldier project. The end result is the same. A chrome head on a killing spree.



Exo-Bioweapon-246 (XB-246)

Armor Class: 3[16]

Hit Dice: 7

Attacks: +7 2 Claws (1d6) and Bite (1d6+2)

Saving Throw: 12

Special:

- **Acid Spray:** If an attack does more than 6 HP then XB-246's acidic blood sprays on characters and equipment within a 5 foot radius causing 1d6 damage for next 1d6 rounds. A character may attempt a Saving Throw to half the duration (not the damage). If a character attempts to remove the acid by wiping it off, they just get acid on their hands. The character must remove clothing or armor or counteract the acid some way.
- **Stealthy:** XB-246 is extremely stealthy. The creature can hide in shadows and move with deadly silence. Its Stealth skill is treated as if it were 10.

Move: 15

Phy/Men/Soc: 9/NA/NA

HDE/XP: 10/1400

Nobody knows for sure where these things came from. Some say it was a god forsaken planet from beyond the Rim. Others say it was a corporate lab experiment out of control. Either way these freaky things have popped up here and there all over the place. They're big. They're mean. And they're relentless killers.

XB-246's stand over 2 meters tall and are covered with a tough chitinous exoskeleton. They have acidic pockets under their armored skin which burst as some sort of strange defense mechanism. It's a mystery how these creatures propagate but they're population quickly grows if they allowed loose in a populated area.

Psi Lab Rat

Armor Class: 6[13]

Hit Dice: 4

Attacks: +4 by weapon or Mental Attack

Saving Throw: 15 (+2 vs Psi abilities)

Special:

- **Psi Skills:** The Psi Lab Rat has all Psi Skills at 10 but suffers no Psi Stress.
- **Mental Attack:** The Psi Lab Rat can direct a Mental Attack at a target causing 3d6 damage. The Target may attempt a Saving Throw for half damage.

Move: 12

Phy/Men/Soc: 7/7/7

HDE/XP: 6/600

No one will officially admit that Psi's exist but that doesn't stop the government and the Corporations from performing all sorts of covert and illegal experimentation. Generally, those results are powerful and out-of-control psychopathic Psi.

Rogue Simulant

Armor Class: 6[13]

Hit Dice: 3+1

Attacks: +3 by weapon

Saving Throw: 16 (+2 vs poison, disease, and drugs)

Special: None

Move: 12

Phy/Men/Soc: 8/8/8

HDE/XP: 3/60

Make a machine that thinks its human. Sure that will end well. The more advanced models of Simulants are more likely to go rogue. There's even a whole underground devoted to smuggling them out of the Core systems to the Frontier and setting them up with forged papers. Sure there's good money to be made tracking these down. It's even legal but its usually safer to go after living fugitives. They're less likely to blow your head off.

Rampaging Max-Gene

Armor Class: 5[14]

Hit Dice: 4

Attacks: +5 Club (1d6+1) or Fist (1d3+1)

Saving Throw: 14

Special: Rage: The Rampaging Max-Gene will go into a rage during combat and gain +1 bonus to hit and damage (Already figured in).

Move: 12

Phy/Men/Soc: 9/5/5

HDE/XP: 5/240

All down through history mankind has attempted many super soldier experiments. Rarely, do they provide positive results. Instead, there's a high body count and a big cover up.

Specialists

Armor Class: 8/11

Hit Dice: 2

Attacks: +2 by weapon

Saving Throw: 17

Special: Specialist: +2 to skill rating of specialty (Medicine, Hacker, Tech etc.)

Move: 12

Phy/Men/Soc: 6/6/6

HDE/XP: 2/30

Space is a dangerous place. More than once you'll need somebody who will give you a hand with some specialized skills. Specialists are any NPC with a special skill set such as scientists, hackers, engineers, doctors, burglars, grifters, and so on.

Viral Zombie

Armor Class: 6[13]

Hit Dice: 2+1

Attacks: +2 Bite (1d6)

Saving Throw: 17

Special:

- **“Dead”:** Immune to telepathy, poison, and drugs.
- **Unnaturally Tough:** Weapon attacks do minimum damage.
- **Contagious:** Any character bitten by a Viral Zombie attempts a Saving Throw. On a failure, that character will “die” and become a Viral Zombie in 1d6 hours.



Move: 12

Phy/Men/Soc: 7/NA/NA

HDE/XP: 5/240


The corporations really tried to cover this up. They tried to make a retrovirus to repair damaged nerve cells. Which it does, if it doesn't kill whoever gets exposed to it. And if it kills you or infects a dead body then it sort of gets the motor running again. Call it you want but it turns dead bodies into zombies. There's rumors that there are some remote colonies out on the Fringe that got infected. The Corporations nuked them.

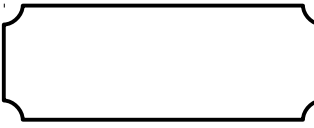


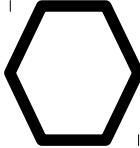
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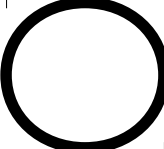
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DAMAGE 

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SAVE 

SKILLS

ATHLETICS:
 DETECTIVE:
 EDUCATION:
 FAST TALK:
 HACKING:
 MEDICINE:
 PILOT:
 TECH:
 SEX APPEAL:
 STEALTH:
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RACE/CLASS ABILITIES

WEAPON	TO-HIT BONUS	DAMAGE	NOTES

OTHER GEAR

CASH & SWAG: _____

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