Star Aria

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1 Introduction

Welcome to my new Star Hero (SH) campaign!

Star Aria (SA) is a near Space Opera style campaign set in the far reaches of space. Adventures will revolve around the PC's and their new home, the asteroid mining colony Archimedes 2. A lot of background information will be provided so the players have a good idea about what the universe is like in 2402. This document is the culmination of that data.

Why "Star Aria"? I chose the name Star Aria for a couple of reasons. I wanted a name that conveyed the fact that the campaign is in a near Space Opera style. An "aria" is a climactic song in an opera. Change "Space" to "Star"…and boom…Star Aria. I also wanted a name which could be reused for future SH campaigns. If several years from now I want to start a different SH game in another place in the universe or with a different theme I can use the same name.

What do I mean by "near Space Opera style"? First off I'll define the edges of the science fiction (SF) gaming genre. On the purely fantastic side the style is known as "Space Opera". (See the appendix for a very detailed definition.) In Space Opera setting technology is considered almost magical. Nobody really cares how stuff works…it just does. An example of a setting that is almost entirely Space Opera is Star Trek. The other extreme is known as "Hard Science". In Hard Science settings laws of physics and science are strictly enforced and obeyed. There are not many movies in this vein but a setting like Alien has Hard Science elements. Star Aria falls somewhere between these polls. Some of the Space Opera elements in SA include things like Flux Travel and Psionics which are pure fantasy. The technology advances and what powers them as well as some of the weapons are driven by Harder Science. Some of the decisions were made for game balance and RPG flavor. For example, characters will bleed and could die if they get hit with a high end laser rifle.

This document starts with high-level information about the campaign. From there it moves into the background information. This information is divided into sections called History, People, Places, and Things. Finally all of the campaign rules and character creation information is provided. This was done intentionally. Figure out what you want to play then make it up in the rules. ☺

If there are any questions please ask them! I'm sure there will be a lot of questions as coming up with a sci-fi campaign requires a lot of information.

All of the pictures in this document are lovingly copied from other artists who own the copyrights. I am only using them as a source of inspiration (i.e. for solely personal use). ☺

For details on abbreviations and terms that will be used in this document please refer to Appendix #1.

When you see a "©" in front of a sentence it means that there is an explanation in terms of popular science fiction movies, TV shows, or books. For example…

© *Laser Swords are like Light Sabers in Star Wars except that they have charges.*

Sit back, strap in, and enjoy the ride!

1.1 Data Handling

The background information for the game will be collected in this document which will be under revision control. A summary of the updates will be documented in the revision table at the start of the document. The document will be provided to the players in PDF format and on the Star Aria site. I am compiling the document using Adobe Acrobat Distiller 5.0 but Adobe Acrobat Reader 4.0 or above should be able to read and print the information just fine. This way there are bookmarks, table of contents, and easy distribution

from the web sites. I will post new versions of this document on both the Star Aria web site and Geoff's Games.

Geoff's Games will be used to handle all email traffic as well as to coordinate next game times and locations. If you ever have a question about when the next session will be run refer to Geoff's Games or my Hero HQ site. Note that I plan to run the game if at least 4 players can make it to the session. Right now I plan to lock the game at a maximum of 6 players.

Here is a table of the important web sites which will be referenced by this document and important to Star Aria players.

Site Name	URL
Geoff's Games	http://www.geoffsgames.com
John's Hero HQ	http://www.usandacat.com/herohq
Star Aria	http://www.usandacat.com/stararia

1.2 Hero Designer Support

For those who are willing to use Hero Designer 2.0 I have created a set of Export Templates (i.e. for printing character sheets) and Templates (i.e. for detailing rule changes and races). These templates are very complete and include all of the rule changes presented in this document. These are available from the Hero HQ site on the File Downloads page. Details on using the templates will be provided with the download.

1.3 Epic Level

The campaign will start with adventures centered around the character's new home. As adventures progress the scope will grow and advance. Players should not expect to save the universe in the first session. ☺

1.4 Dangerousness

Adventures will be fairly dangerous. They will not be as severe as a military based game but with the power of futuristic weapons and the fairly easy exposure to a vacuum death is a real possibility. Try and not be too disappointed if your character dies. Think about how much fun it will be to make that new PC! ☺

1.5 Personal Plot Versus Party Plot

For the most part plots will be centered around the group not individual characters. As the PC will be involved in a business together this is natural. Once the PC are worked into the environment and have formed their own niche I will add in character centric plots. Thus it is ok to spend time on a character backgrounds but please be willing to adjust then slightly based on the initial campaign hook.

1.6 Serial Versus Episodic

Initially adventures will be near episodic in nature. In other words, they will last 1 or 2 sessions only. After I get a feel for how things are working and the PC the plots will become a bit more serial in nature. Adventures themselves might happen in 1 session but an underlying theme may extend into many sessions. It is nearly impossible to perform completely serial adventures with our current session schedule (i.e. one session per month).

1.7 Level Of Society Players Will Have To Deal With

Archimedes 2 is full of people with less than noble professions. PC will be dealing with black market representatives, blue collar miners, vagabonds, merchant organizations, and those who want to get away from somewhere. High profile nobles might be encountered but they would be considered a rarity.

1.8 Mood

The game will be run in a light-hearted fashion. It is ok for the players to make jokes and deviate from character every now and again. The sessions will present a pretty distinct difference between good guys and bad guys but it will not be so black and white as a setting like Star Wars.

© *Think of Babylon 5 or Farscape and you get the idea. There are known good guys, known bad guys, and lots of folks in the middle.*

1.9 Flow

Adventures will move and change based on the characters actions. I am really working hard to change my GM style to accommodate this type of story flow. After the Reliance Reforged campaign I feel more confident in this type of flow and in the background information that I need to support it. Note that initially I will construct the adventures in a more rigid fashion. Once the PC have decided the direction they want to go I will open it up.

1.10 Geographic Area

The PC will be adventuring in and around the remote asteroid mining colony of Archimedes 2. Archimedes 2 is a way station for travelers, miners, and explorers. The station is full of rough hungry beings. See the Places section for more details. After several games in and around the sector players will likely want to venture into other parts of the universe.

1.11 Culture

The universe of 2402 is full of strange cultures, religions, and governments. The PC will be from these strange places and exposed to beings from them on a regular basis.

2 History

This section contains information that will be pertinent to the characters. It is arranged in a chronological fashion. I'm going to go over the history at a very high level and from the human perspective. For the most part the planet Earth has been a focal point in the SA egaverse.

2.1 Ancient History

2.1.1 2000 through 2100

2.1.1.1 Conflicting Republic

Various third world powers begin to clash along varying political lines. The UN faces challenges that it can't handle. Nuclear testing heats up.

2.1.1.2 World War III

In 2079 the world enters a war when several third world countries unite under Trang Hu, a Chinese emperor. Trang Hu seems to have a fantastic presence that binds these smaller states into a single cohesive unit. In a daring raid several countries are attacked on the same day. The resulting war involves most countries and lasts for a staggering 16 years! The war is ended when four full scale nuclear devices are used by UN and Hu forces. The resulting destruction is immense. Approximately 50% of the usable land is irradiated and deemed irrecoverable. Under the "victorious" UN forces, the remaining nations becomes united under a loose diplomatic group known as the United Front (UF).

2.1.2 2101 through 2200

2.1.2.1 Space Travel Accelerates

After WWIII the rebuilding process began. As much of the land was destroyed or radioactive the UF decided to invest heavily in space travel. This included installing a large moon base known as Unity

Station. The base includes many underground levels and intricate laboratories. During the construction several strange blue crystals are discovered.

2.1.2.2 The Trogillian Invasion

In 2156 the Earth would meet it's first alien race. The Trogillian's discovered the Earthlings on the Moon and after talking briefly with UF President Marco Trevaldi they decide to conquer the Earth and Moon. (Note that at this time over half of the remaining Earthlings live on Unity Station.) With a simple fleet they attack and easily conquer the entire United Front. After the conquest the Trogillian's enslave the humans on the Moon and have them mine the blue crystals which they call "Tourite". For several years the humans learn the uses of tourite and how to work on the Trogillian craft. In secret UF labs weapons are built. In a daring raid the humans plant tourite powered bombs in many of the Trogillian craft. They blow up half of the ships in Terran space and warn the Trogs that they will destroy the rest if they do not leave. The Trogillian's decided that dealing with the human resistance is not worth the tourite or the small bit of space. They relinquish the Earth and Moon to the humans.

2.1.2.3 Post War Unification

The war against the Trogs strengthens the UF against a common foe (i.e. alien invaders). A sense of urgency is placed on constructing ships to combat aliens that may arrive in Terran space. Scientific advances in many fields occur during this period. It is also in this time that many religions expand. After all, it is during oppression that religions tend to thrive. It is during this period that a strange new religion starts around technology. It is known as Technoism.

2.1.3 2201 through 2300

2.1.3.1 Flux Travel Developed

In 2213, Karunakar Kumar, a brilliant drive engineer makes a breakthrough that changes the face of space travel. While investigating some stolen Trogillian records he runs across information from a Va Rulen base which was conquered by the lizard race. The records discuss the possibility of a parallel dimension. Using this information as a basis for his theories Karunakar creates a gate to this other dimension. KK, as he is known in the scientific community, calls the other dimension the Flux. After a few years of development the first Flux enabled ship, the *UFS Patriarch*, travels into the strange dimension and returns through the same gate. Years later the Terran forces would discover that the Va Rulen discovered the Flux a couple of years earlier.

2.1.3.2 Golden Age Entered

Early Flux travel allows the Earth to find three flux gates. The one in Terran space is near Mars. This opens up travel to Va Rulen space as well as several others. By many races the Earth is considered a frontier place. The humans are not ready for interspecies diplomacy but they embrace the other cultures with a passion of exploration. During this time a large Mars base is established. Martians become an important part of Terran space as they learn to adapt to the lightworld climate.

2.1.3.3 Pope Pius Metallic XXXIX Killed

As Technoism rises in popularity it starts to spread to other races through the use of Flux travel. Quickly a stringent hierarchy is arranged in a fashion similar to that seen in the Catholic church. (Note that the Catholic church has denounced the Technoists as a cult.) The main temple is found on Mars and is run by a shrewd marketer known as Pope Pius Metallic XXXIX. In a strange twist of fate Pope Pius is assassinated as his power reaches an all time high. Instead of hurting the religion it strengthens them in a stronger cohesive unit. Pius becomes martyr.

2.2 Recent News

2.2.1 2300 through 2390

2.2.1.1 Rapid Expansion

Human begin to push the boundaries of Terran space. They start to expand into an area near ones of their gates which is near Va Rulen space. Humans seems to be willing to try colonizing areas which other races will not attempt.

2.2.1.2 Va Rulen Border War

In 2365 the Va Rulen push back against UF expansion by starting several large border wars. The Va Rulen ships are more advanced but the UF ships are plentiful and manned by brave pilots. After 8 years with terrible losses on both sides a truce is bartered and a neutral zone is establish. As this happened only 40 years ago it has left a bitter taste in the mouth of many humans who lost friends and family during the Va Rule Border Wars.

2.2.1.3 Terran Confederacy Formed

In 2380 the UF elects a Space Navy Admiral with great vision, Montgomery Sharpe, as President. President Sharpe unites the Moon, Mars, and the Earth under an aggressive banner of expansion. The Presidents plan is to form a new organization which will distribute some of it's governmental and military power to local areas of space where colonies are to be established. Thus setting up smaller communities in space with their own smaller police and political forces. These colonies would be monitored and directed by a new higher level organization. To many the idea is almost a return to feudalism! The new global organization is known as the Terran Confederacy. The plan works wonderfully! By 2402 the TC has become a serious political and military presence in many parts of the galaxy.

2.2.2 2391 through 2402

2.2.2.1 The Bionoid War Of Independence

While the TC expands manufacturing in Terran space expands to meet it's very high demands. In response a company called Scarsdale Robotics produces a very high-end robot line which they refer to as a "Bionoid". The Bionoids use a very advanced computer brain. The result is a very smart worker that does not tire. In the span of only a few years Bionoids are found in nearly every manufacturing plant. Unfortunately the Bionoid brain was a bit too advanced. In 2395 a particularly large computer manufacturing plant builds a frighteningly powerful artificially intelligent computer called "The Controller" to run it's operations. The computer soon takes over all Bionoids and mounts a War Of Independence against their human "captors". The Controller kills thousands of humans in bloody battles then starts constructing a huge fleet of computer driven ships. The resulting civil war is bloody! After millions of humans have died a group of brave intelligence operatives infect The Controller with a massive virus that causes his brain to overload.

To this day the humans and nearly all of the major alien races fear letting technology like the Bionoids run rampant. Many races enact very harsh artificial intelligence laws. The other area of concern after the war are the vast networks in the TC home system. The Bionoids exploited these networks and used them against the populace. Thus a heightened awareness on computer security and the prevalence of vast computer networks is generated. Only the Technoists have an ambivalent take on the situation. To a Technoist, technology is a powerful force that must be harnessed carefully!

2.2.2.2 Post War Recovery

Currently the TC is a period of reconstruction. Many of the manufacturing plants are destroyed or at best crippled. This has many of the high ranking officials very concerned. Many fear an invasion that might occur if other factions deem the humans weak. The current TC President, Mary Sharpe, a decedent of the legendary Montgomery Sharpe, has a lot of internal politics to address. As Mary Sharpe is known as a brilliant politician hopes are good that the situation will soon improve. If a war ensues President Sharpe does not have a military mind.

2.2.2.3 Human Psionics Created

In 2397 a set of extreme experiments an Earth corporation known as GeneCrux created a strain of human DNA that has a higher percentage chance of generating psionic powers. The secret of the companies base DNA sequence has not been revealed. GeneCrux hires out psi candidates to government agencies or other corporations who may have need of their services.

3 People

This section details various people that can be found around the cosmos. Note that there are many races but this section details the ones that will be prevalent in initial stories or those that can be used by the PC. This section is arranged in alphabetical order.

3.1 Cicadians ("Clickers")

3.1.1 Concept

Small insect race which is attempting to come into their own. Former slave race of the Trogillian.

© *Thought it might be interesting to have an insect race that was small but determined. I also wanted to have a former slave race. I combined my two ideas to get the Cicadians.*

3.1.2 Physiology

Cicadians are small insect men. They average about 1 meter in height. Their tough exoskeletons range from dark black to light tan or even bright green. They have large eyes, antenna, and four arms. Two of the arms are small and used for delicate tasks. The other arms are larger and for heavy work. The layout of the muscles on Cicadians gives them surprising strength for their size. An average Cicadian can lift as much as a full grown man and carry that for hours on end!

The small insect men breed just like their namesakes. They lay eggs which incubate in a period of about 3 months. In about 3 months a Cicadian is full size and ready to work. Even though Cicadians breed quickly their lifespan is only about 40 years.

3.1.3 Personality

Three years ago the Cicadians were conquered by the Trogillians. The Trogs have imported the small insect men to many of their conquered planets to act as pack mules or for intense manual labor. The Cicadians are starting to escape and form rebel alliances but this is still in the very early stages. (It is appropriate for Cicadians raised under the Trogillian fist to have Psychological Disadvantages regarding this control. They can be hatreds, fears, or even desires to maintain their own freedom.)

Cicadians have a certain flair for sculpture of all types. Some of the stone statues from their ancient tombs and temples are considered highly prized. Modern Cicadian sculptors use laser tools and a variety of medium.

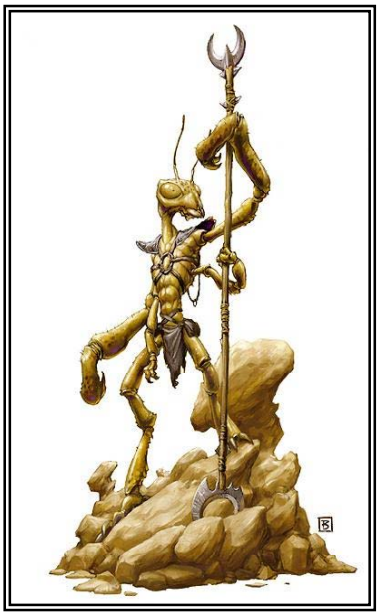

Figure 1 - C'Tak with spear

3.1.4 Society

By the nature of their short life span, rapid reproduction rate, and small size Cicadians have a unique outlook on life. Most of them live in the moment and believe strongly in the concept of group dynamics. Groups offer added protection and security. Their politics follow suit. Leaders from various villages meet and discuss problems when they arrive. Simple. Along the same lines, the Cicadians abhor the concept of civil war. In fact destroying another Cicadian does not even enter into many of their minds in any

fashion. (Note that these can be taken as Psychological Limitations if the PC was raised in this environment.) Note that even though Cicadians may be passive and hate the idea of killing another Cicadian they are not naïve. They can be deadly efficient when attacking in groups. (This can be purchased with the Teamwork skill.)

The Cicadians are not a technically advanced race. As a society they have very few scientists. Some of the small insect men have become capable mechanics but even this is considered very rare.

3.1.5 Quirks

The Cicadian native language if full of clicks and antenna movements. It is very hard to understand even rudimentary speech without considerable training. Even then speaking the language without antenna is impossible. When Cicadians speak the galactic trading tongue they often start and end sentences with clicks. Thus the Earthlings have given them the name "Clickers".

All of the Cicadian names start with "C". For example some common names might include C'Tal, C'Bol, etc.

3.1.6 Racial Package

Cost	Name	Ability
10	*Hard To Hit*	+2 DCV
4	*Hard To Sense*	+2 To Stealth
6	*Exoskeleton*	Armor (2 PD/2 ED)
5	*Extra Arms*	Extra Limbs (2 Extra Arms)
5	*Tireless*	0 Endurance On 10 Strength
5	*Insect Eyes*	Enhanced Sense (Increased Arc Of Perception – 240 Degree Vision)
3	*Great Leapers*	Leaping (+3")
-11	*Passive and Small*	Starting/Maximum Change (Ego 8/18, Presence 5/15, Running 5"/9")
-5	*Diminutive*	Physical Limitation (Infrequently / Slightly)
-5	*Strange Anatomy*	Physical Limitation (Infrequently / Slightly, Paramedics without a supporting knowledge of Cicadian anatomy take a –1 to the skill roll.)

3.2 Earthlings ("Grounders")

3.2.1 Concept

People from the planet Earth or one of it's many colonies.

3.2.2 Physiology

Generally humans from the 25th century are exactly like humans of the 20th century.

Five years ago in a set of extreme experiments an Earth corporation known as GeneCrux created a strain of human DNA that has a higher percentage chance of generating psionic powers. The secret of the companies base DNA sequence has not been revealed. GeneCrux hires out psi candidates to government agencies or other corporations who may have need of their services.

3.2.3 Personality

Humans in 2402 are survivors. Many of the other races respect the humans for all that they have endured. In many ways they are considered the ultimate race of the future because of their strong wills and rapid ability to adapt to harsh environments and life in space.

For the most part Earthlings are pretty accepting of the other alien races. Some older Earthlings have hatred for the Va Rulen due to the border wars but this is slowly vanishing as time progresses. Anything

even remotely like a Bionoid is not tolerated to any degree. Many Earthlings were directly or indirectly affected by that war. It is still fresh in the minds of many people.

3.2.4 Society

Earth is now ruled by the Terran Confederacy. The Terran Confederacy was formed in the 24th century in an attempt to form a single front against alien invaders. The leaders of the Terran Confederacy are elected by the people of Earth and any integrated colonies. Remote colonies take part in the vote for leaders in their regions only due to the great distance.

Figure 2 - Guy Hambrick

The Confederacy, or Feds, are a large group focused on space travel, exploration, and protecting their interests. As they are so spread out the fleet is very large. Remote ship captains wield a lot of power and often act as judge, jury, and executioners. The attitudes of the local Fed representative often reflect in how laws are enforced in the area. Areas ruled by heavy handed individuals often have strict unbending rules. Those who rule in a looser fashion do not impose such restrictions.

Even though Earth is not as technically advanced as the Va Rulen in the past they made up for the technology edge by utilizing their production power. Earth based corporations are legendary in their production capabilities. In battle Grounder's send many ships into battle.

3.2.5 Quirks

Humans have been called "Grounders" by the Va Rulen. Even though the Va Rulen consider this a derogatory term the humans have taken on this name further proving their ability to adapt. To the Humans the term "Grounder" is worn like a badge of honor.

3.2.6 Racial Package

None. Human norms are considered the basis for all other packages. Note that humans born and raised on Mars are considered a lightworlders. See below for the Environmental Package.

3.3 Ichthians

3.3.1 Concept

Fish men who form strong emotional bonds to those they consider their friends.

3.3.2 Physiology

Ichthian are scaled humanoids with gills that allow them to breath water as if it was air. They also have eyes which are very sensitive to light in dark conditions like that found under the ocean waves. Their coloring can vary greatly. Almost any combination of patterns and colors are possible but it tends to run along family bloodlines. Thus every member from the Angelicon clan may have black and silver coloring.

Bloodlines are very strong with the Ichthians. In fact Ichthians can only mate with others from their same bloodline. Mixing bloodlines causes genetic defects which are often very severe. The gestation period for Ichthian eggs is approximately 6 months. Ichthian live to approximately 120 years old.

3.3.3 Personality

Ichthians raised in the standard fashion are intensely emotional. Any emotion that they feel is instantly displayed by a physical change of color. This applies to fear, love, hate, etc. For example, fear makes their coloring go pale. (Note that this is represented as a Physical Limitation.)

This emotional intensity leads to a propensity for the aural arts. Ichthian musicians and singers are legendary for their prowess. Many of the more popular artists travel around the universe performing to sell out crowds. The current traveling diva is known as "Jessa Ebb". She is a beautiful Ichthian with bright yellow stripes on a predominately orange scale color.

The Ichthians get along fairly well with the other races. Their intense emotional reactions make them sympathetic to the Cicadians and bit open about their disgust with the Trogillians but overall they are a very open and friendly race.

Figure 3 - Marlin Kelp with Tourite crystal

3.3.4 Society

The Ichthians are led by an elected pair who are pod mates (see below for details). This elected pair is allowed to rule for 2 years and can be reelected up to 2 times. The pair is given a huge amount of control over Ichthian resources. Sometimes this can be quite destructive to Ichthian life. If one pair is very involved with the military, for example, then mercantile operations may suffer. As the span is only 2 years the Ichthian believe that this is an acceptable situation.

3.3.5 Quirks

Ichthians form lasting and intense bonds with those that they deem "pod mates". The attachment is so strong that the fish men can actually be understood by their pod mate even if they can't understand or speak their language! It is possible for several Ichthians to have the same pod mate but this is extremely rare. Investigation by the Va Rulen has determined that this is actually a form of psionic bond. Note that other than this form of telepathic communication psionics are extremely rare in Ichthian society.

This is purchased like the following. Note that this is NOT part of the racial package and does not have to be purchased when the PC is started. In fact many Ichthians never find their pod mate.

© *This idea is taken directly from the Wookie ability in the Star Wars role-playing game. I think this is a fun dynamic that can be used to tie a party together tighter.*

Cost	Name	Ability
12	*Pod Mate*	Mind Link (1 Mind, Any Distance, Psychic Bond, Communication Is Not Fully Telepathic (-1/4))

3.3.6 Racial Package

Cost	Name	Ability
3	*Water Born*	Environmental Movement (Water)
3	*Scales*	Armor (2 PD)
5	*Light Sensitive Eyes*	Enhanced Senses (Nightvision)
8	*Adapted To Cold Depths*	Life Support (Expanded Breathing (Under Water), Safe Environments (Intense Pressure and Cold))
3	*Natural Swimmers*	Starting/Maximum Change (Swimming 5"/8")
-10	*Change Colors Based On*	Physical Limitation (Frequently / Slightly, if an Ichthian can make

	Emotional State	an Ego Roll at –3 they can control their emotions enough not to change color. This can be adjusted by the GM as appropriate to the intensity of the emotion.)

3.4 Pakuin ("Weeds")

3.4.1 Concept

Hermaphroditic life loving plant creatures.

© *Farscape gave me the idea for a plant race but the Pakuin are not too much like the Delvians. Think of the Pakuin as hippie monk plant people and you get a good idea of what these beings are like.*

3.4.2 Physiology

Pakuin appear like the plant variant that spawned them. For example, if their "grower" is in the Oak Clan then the Pakuin would be stately and have whitish bark with large green leaves that change color in the fall. If they are from the Pine Community thy have brown bark with pine needles instead of leaves.

They have a sap-like fluid running through their branches that acts as blood. They breathe air but don't need it that often. Sunlight and water are vital to their survival. By eating certain foods they gain nutrients which they are not able to get when they are not in contact with rich soil.

Young sprouts are raised in farms. Until the age of 5 Pakuin are left in the safety of their home world soil. They are cared for by tenders. As the Pakuin are hermaphroditic it is not unusual for those far away from home to start a community together to grow sprouts. Chances of survival away from home world is difficult but it is possible.

3.4.3 Personality

Pakuin are a peaceful home loving people. The "weeds", as the Grounders like to say, have an ingrained belief that life is sacred and beautiful. (Thus many of them typically have Code Against Killing or similar Psychological Limitations.) This has endeared them to many of the other races and made them appear weak to others. The Trogillians and Va Rulen tend to consider the Pakuin "emotionally weak".

They consider their home world to be the source of their inner beauty. Changes in the season of their home are considered holy days.

Pakuin are considered master artists and philosophers. As their needs are little they tend to make cheap and enjoyable partners in long space journeys.

Figure 4 - Ivy Primrose

3.4.4 Society

The Pakuin are a genocracy. They believe that the oldest member of their society should lead. Their oldest member is a giant redwood known as Root Spire. Although many admire Root Spire for taking the Pakuin into space he is beginning to grow old and tired.

The Pakuin are actually quite advanced in the fields of biology and medicine. They have learned a lot about the healing properties of many plants including those found on alien worlds.

3.4.5 Quirks

The Pakuin study a strange form of martial art called Sweeping Willow. The art is made up of sweeping foot movements and throws that remind one of Akido and Pakua. Here is a list of the standard moves. Breakfall is required. At least two moves must be purchased.

Cost	Name	Ability
4	Block	+2 OCV / +2 DCV, Block, Abort
4	Dodge	+5 DCV, Dodge All Attacks, Abort
4	Root	+0 OCV / +0 DCV, +15 Strength to Resist Shove, Block, Abort
5	Strike	+1 OCV / +3 DCV, Strength Strike
3	Sweep	+2 OCV / -1 DCV, Strength + 1d6 Strike, Target Falls
3	Breakfall	
1	WF: Staff	
1	Element	Use Art With Staff

Psionics in the Pakuin are considered a form of hedge magic. Several members in the religious order have mental powers.

3.4.6 Racial Package

Cost	Name	Ability
1	*Forest Among The Trees*	Stealth (Only Among Other Plants (-1))
3	*Feel The Pull*	Bump Of Direction
1	*Bark Skin*	Damage Resistance (2 PD)
3	*Need Little Air*	Life Support (Extended Breathing – 1 End Per 5 Minutes)
4	*Many Rings*	Life Support (Longevity – Live To 1600 Years Old)
2	*Deeply Focused*	Starting/Maximum Change (Ego 11/21)
-10	*Strange Anatomy*	Physical Limitation (Frequently / Slightly, Paramedics without a supporting knowledge of Pakuin anatomy takes a –2 to the skill roll.)
-20	*Kindles*	Vulnerable To Fire/Flame (1 ½x Stun and Body)

3.5 Trogillian ("Trogs")

3.5.1 Concept

Warlike lizard men who are always striving to gain dominance. Most people are afraid that someday they might become the most dominant species…

© *Think of Klingon's but with scales and sharp teeth!*

3.5.2 Physiology

Trogillian's are lizard men. They have scales, teeth, tails, and claws. Their scales vary from dark green colors to tans and yellows based on the climate in which they were born. Their eyes are not keen but their sense of smell and taste is heightened. Their blood is a dark greenish color that bubbles when exposed to air. They can regenerate lost limbs like a lizard. Their breath is offensive to most races.

Female Trogillian's are very rare are highly valued. They are treated like royalty and often placed in positions of stature. Killing a female Trogillian even in the heat of battle is considered a grave offense. Trogillian's procreate like snakes. They are born in eggs which develop when warmed. It takes roughly 1 month for Trogillian eggs to hatch. Young Trogillian's are known as "hatchlings". Trogillian's only live to around 50 years of age.

3.5.3 Personality

Tall dark and brooding sums up the Trogillian's. Their society prizes personal power in all it's forms. Although they prize combat skills they also compete in other areas. They have foot races, weight lifting

contents, and tactical challenges. (Trogillian PC commonly have Love To Compete or aggressive related Psychological Limitations.)

The Trogillians have recently conquered the Cicadians and are not happy about their desire for independence. They consider the Cicadians and the Pakuin as "emotionally weak". They are ambivalent to Earthlings but they tend to fear the Va Rulen because of their potential military might.

3.5.4 Society

Trog's, as they are called by the Grounder's, are warlike in nature. They believe that the person with the most military power should lead. This often leads to bloody revolts and skirmishes. Those who are not willing to serve are often banished from society.

On the positive site this sense of personal power leads to a strong feeling of honor, duty, and friendship. Many say that getting a Trogillian on your side is a very powerful asset. (Commonly Trogillian raised in a native environment have Psychological Limitations regarding a strong sense of duty or personal honor.)

Currently the most powerful Trogillian clan is known as the Draikon. They have a powerful leader known as Supreme Leader Mog Croc. The Draikon use warships with large lizards on the prow which shoot out extremely deadly ion cannon blasts. This gives their fleet a menacing appearance. The Grounders have corrupted the name of this clan to the "Dragons". (It is a perk if the PC wishes to be related to the Draikon clan.)

Figure 5 - Crooktooth Monitor with Rake's Maw

3.5.5 Quirks

The Trogs use several strange melee weapons which are unique to their race. The two most prominent are called Rake's Maw and the Split Tongue. Rake's Maw is a very heavy spiked flail. (See the picture above for details.) The Split Fork is actually a heavy sword which can be wielded in 1 or 2 hands. The tip of the sword has a cut in "V" that allows it to penetrate armor of other Trog's or some of the ferocious beasts which live on the Trogillian home world. (See the Weapons section for details.)

Trogillian's tend to name themselves, their ships, and their clans after lizards, snakes, or reptiles.

Psionics are literally unheard of in the Trogillian race.

3.5.6 Racial Package

Cost	Name	Ability
6	*Scales*	Armor (3 PD, 1 ED)
7	*Enhanced Smell and Taste*	Enhanced Senses (Enhanced Perception – Smell/Taste (+1) and Discriminatory Smell/Taste)
4	*Tail*	Extra Limb (Tail), Limited Manipulation (-1/4)
12	*Claws and Teeth*	1d6 HKA, Reduced Penetration (-1/4), 1 End
7	*Regenerate From Wounds*	Regeneration (1 Body / Hour, Can Regenerate Limbs, Slower Effect - Only Regenerate 1 Body / Hour (-1))
13	*Brutish*	Starting/Maximum Change (Strength 13/23, Constitution 13/23,

Cost	Name	Ability
		Body 13/23, Intelligence 8/12)
-10	*Cold Blooded*	Physical Limitation (Infrequently / Greatly, Low temperatures give them Strength and Dexterity penalties.)
-10	*Poor Sense Of Sight*	Physical Limitation (Frequently / Slightly, -1 Perception rolls for Sight)
-5	*Extreme Cold Causes Death*	Susceptible to Extreme Cold (Very Common, 1d6 per Hour.)

3.6 Va Rulen

3.6.1 Concept

Powerful political force of beautiful light skinned Elves.

© *The Va Rulen are taken from an anime series called Crest of Stars. The Va Rulen are kind of like the Abh (pronounced "Aahb"). The picture that I used is actually from a video game called Ys VI. I couldn't believe it when I saw this picture on GameSpot. It is really perfect! Later on in the doc I'll try and post a picture of Lefiel (La-feel). She is one of the two main characters in the show. You can watch the Crest of Stars and Banner of Stars series on Tech TV's Anime Unleashed.*

3.6.2 Physiology

Very thin nearly white skinned humanoids. Their hair color ranges from light blue to a dark navy color. They grow to an average height of around 5'6" tall.

As the Va Rulen are spacers from birth their physiology has adapted. Their skin has lost it's pigment due to constant UV shielding and their muscles are less developed. Their limbs are long, thin, and nimble. Their large eyes have a second eye-lid which protects them from the bright lights of space. Most people consider the Va Rulen a beautiful race. On the average Va Rulen live to 90 years of age.

Figure 6 - Vickizandra Of House Gwynn playing a flute

3.6.3 Personality

The Va Rulen society breeds a vain outlook on other cultures and people in many ways. Typically they look down on those who live on the ground (literally) and those races which appear less civilized. Even though the Va Rulen often use the term "grounder" in a derogatory fashion for many races it has only been adopted by the Earthlings. (See that section for details.)

The Va Rulen do not have a good view of most of the other races. Most Va Rulen see the various races for their weaknesses not their strengths. They consider the Trogillian barbaric, the Pakuin a waste of energy, the Earthlings as "Grounders", and the Ichthians as overly emotional.

Painting and drawing is often a field where artistically endowed Va Rulen excel. Some paintings by ancient masters are considered extremely valuable. As most paintings are considered treasures of royal families and house it is rare for Va Rulen paintings to come on the open market.

3.6.4 Society

Their society is built around royal families or houses. These families determine policy for the rest of their people. Political positions are gained by intelligence, cunning, and the proper birthright. Ruling families often squabble but the Va Rulen take price in not letting their internal matters affect their external appearance. When under a powerful family or when united in a common cause the Va Rulen are an incredible force. Their ships used technology only dreamt about by some races.

The Va Rulen are very advanced in the field of biotechnology. Their ships use a kind of biomechanical interface which gives Va Rulen pilots amazing responsiveness. (See the section on Va Rulen Biomechanical Interfaces for details.)

3.6.5 Quirks

They dress, talk, and act regally and thus often seem vain to those unfamiliar with their ways. (This can be purchased as Psychological Limitation if the PC was raised in this environment.) Va Rulen names are often quite long and include any royal ranking and the house name.

The Va Rulen are born and raised in space. Space is their home at a very early age. This gives them a low sense of respect for some "grounders". (Va Rulen raised in a traditional fashion may take this as a Psychological Limitation.) It also makes their bones a bit fragile and gives them a deftness in space. They are completely comfortable in zero gravity.

Psychics are fairly common in the Va Rulen race. So much so that they have developed a class system for them that has been adopted by the rest of the known egaverse. See the section on Psionics for details.

3.6.6 Racial Package

Cost	Name	Ability
4	*Zero Gravity Born*	Environmental Movement (Zero G)
3	*Va Rulen Biology*	Fringe Benefit (Can use advanced Va Rulen technology)
5	*Second Eyelids*	Flash Defense (Sight Group, 5 points)
-1	*Nimble and Frail*	Starting/Maximum Change (Strength 8/18, Dexterity 13/23, Constitution 8/18, Body 8/18)

4 Places

This section contains information about the cosmos. It is arranged in order from largest to smallest scale.

4.1 The Explored Cosmos

4.1.1 Summary

The known Megaverse is very large. Distance is measured in parsecs. To travel from one end of the universe to the other without the use of Flux Gates (see below) would take several years.

Several regions of space are dominated by a particular race. The Megaverse map shows which areas are controlled by each race. The Star Aria maps also detail the frontier region where the PC will be located.

4.1.2 Megaverse Map

Associated with this PDF is a separate map PDF that houses the Megaverse map. That PDF should be referred to for any details about the sector. Archimedes is in subsector D on the sector map.

4.2 The Flux Dimension

4.2.1 Summary

In the SA egaverse traveling from place to place at rapid speeds can be conducted through a form of hyperspace known as the Flux. The dimension which is known as the Flux is full of a highly active energy fields which race along at a rapid paces in viscous waves. By riding these "currents" pilots can move from one location to another at a very high rate of speed. Many pilots and technicians explain the nature of the Flux in terms of a fast moving river. Many of the same analogies apply. Once you get into the Flux it will pull you along at a rapid pace but moving off of the current at the wrong place can immediately place the ship into a position where navigation is impossible or where an eddy might not be present. Pilots refer to being in the Flux as being "in the pink" because of the pink and red color of the flowing energy waves.

© *I got the idea for the Flux from Babylon 5. If you think of how the star gate travel work in that show you have it at a high level. Flux travel is a bit more restrictive but the idea is the same.*

4.2.2 Flux Whirlpools

Entering and leaving the Flux is not simple.

Breaking into or out of the Flux realm can only be performed at certain locations from our dimension. In locations where the Flux coalesces the density of energy particles is high enough for a large energy release to breach the dimensions and allow a force field protected ship to enter or exit. When these breaches are obtained the bright pink and red energy that makes up the Flux leaks out into our dimension forming a swirling pattern which looks similar to a whirlpool or eddy. Pilots refer to these as "Flux whirlpools".

These eddies in the Flux dimension are very difficult to find and to connect to each other. There is currently not a sensor with enough power to bridge the gap into the Flux at ranges longer than a few hundred miles. Thus finding Flux whirlpools is akin to finding the proverbial "needle in a haystack". Currently the most effective way of finding these whirlpools is to enter the Flux then eject long probes on tethers. By carefully mapping using the data from the probes scientists are slowly charting the Flux currents. If an eddy is detected an unmanned probe can be sent which will break out of the Flux and hopefully send signals back to the scientific vessel. This is an expensive, tedious, and dangerous process.

The energy that is required to break into and out of Flux whirlpools is immense. In fact it is so severe that only ships with force fields and large power plants which are capable of expending the amount of energy to open a portal can travel in the Flux. Thus once Flux whirlpools are located Flux floodgates are often setup which can open the portal for ships who wish to enter or exit.

4.2.3 Ramifications Of Flux Travel

As Flux travel is conducted at a rate of at least an order of magnitude of that of normal space proper utilization of the Flux is vital for most races. Flux travel is important from a military, social, scientific, and political viewpoint. Mastering this travel has allowed races to interact at a level which was not possible before their discovery.

The placement of the Flux whirlpools is paramount. Many wars have been won and lost over eddy locations. Most systems guard their gates passionately as their importance is critical. Entire races have been found which would never have been detected if not for Flux travel and whirlpool detection.

4.2.4 Game Dynamic

What does this mean for the PC? Here is a brief list of the key points.

- Travel in the Flux is dangerous but very fast.
- Flux whirlpools allow a ship to enter and leave the Flux dimension. Flux whirlpools are highly prized and well defended. Often Flux floodgates are present to help ships enter and exit the Flux. Tolls and tariffs are very common.
- Entering or leaving through a Flux whirlpool takes a lot of energy. Only ships with large power plants, force fields, and Flux technology can make the trip. In game terms this is bought with Extra-Dimensional Movement at a greatly increased endurance cost.

4.3 Asteroid Archimedes 2

Archimedes 2 has been inhabited for 12 years. 2 years ago the tourite mines were nearly tapped out and the controlling corporation, Geo-Star Inc, decided to sell the settlement as profits had severely dropped and operating costs were rising. (Tourite is a compound used for powering just about every type of device in the SA egaverse. See the Tourite section for more details.) The buyer was a smaller company known simply as "G5". G5 has turned Archimedes 2 into an independent mining and exploration outpost. Their goal is to provide a way station for explorers or independent miners who want to work in the area.

© *If Archimedes 2 ends up feeling like a Wild West frontier town then I have achieved the desired result.*

Figure 7 - Archimedes 2 During Construction

(Only 2 Of 4 Domes Shown)

4.3.1 G5

G5, or Generation 5, is a small exploration company run by an eccentric man called Barton Finkle VII. Barton is a 10th generation explorer who hopes to make it big with a large discovery. He is using money from discoveries of his forefathers, including the local Flux gate, to fund expeditions into uncharted regions of space.

Note that the name Generation 5 harkens back to the family run nature of the business. Technically the name should be G10 but the company decided to not change the name every 15 to 20 years.

4.3.2 Locale

Archimedes 2 is a large asteroid approximately the size of Earth's Moon. It is part of a galaxy spanning asteroid field known as simply, "The Belt". Archimedes 2 is unique because of its spin and tilt. Unlike its larger brother Archimedes 1, who does not spin at a perceivable rate, Archimedes 2 spins at a fast axial rate which gives it a 0.9 G ranking. Days are approximated 18 hours long on Archimedes 2 due to this accelerated spin rate. There is no atmosphere on Archimedes 1 or 2.

4.3.3 Domed Community

The settlement on Archimedes 2 is comprised of several domed structures. These structures are nestled in a large rift on the asteroid. The settlements have force shields protecting them from the elements which include harsh radiation and incoming asteroids.

There are four main domes which are connected by large pressure sealed hatches which connect to underground tunnel. One dome is very large and contains most of the habitat. The other three domes are used for transportation, storage, and ore processing. Smaller tunnels connect some of the smaller domes to eachother.

Locales simply refer to the domes by their number:

- Dome #1 – Main Settlement – This is where most of the permanent residents live.
- Dome #2 – Storage – House a variety of storehouses and small businesses that do not need direct star port access.
- Dome #3 – Star Port – Ship repair, unloading, and refueling is done in this dome. This dome is secured from the others using strong bulkheads. It also includes the marshal's office, inspection offices, and any other transportation related businesses.
- Dome #4 – Mining Camp – Contains mining and refinery gear. This area is severely run down as a great deal of the equipment is no longer in use. The G5 office is located in Dome #4.

4.3.4 Prominent Features

This section lists some of the prominent features of the community.

4.3.4.1 Frontier Location

Archimedes 2 is located in a frontier region of space. Exploration is still the passionate job of many space farers and those who are hoping to make that one big discovery.

4.3.4.2 Local Flux Gate Access With Guidance Beacons

The local Flux gate is found just outside of the Belt. As Archimedes 2 is approximately 3 hours into the asteroid field a technological aid has been added by G5. Beacons are placed in the asteroid field which are used to guide ships. These beacons are actually sophisticated computer centers which project the trajectory of moving asteroids to incoming ships to help them navigate. They also have small centering jets and weapons which can be used to deter or destroy smaller asteroids which may cause them or ships in their region harm. Maintaining the navigation beacons is quite a chore. Thus G5 charges fees for their use. Incoming pilots gladly pay this fee.

4.3.4.3 Large Ship Dock

The star ship facilities in Dome #3 are very large. They are capable of handling ships of very large proportions. As the main focus of the initial camp was mining this was an important goal to the establishment.

4.3.4.4 Indoor Park And Agriculture

Inside the main dome there is a smaller greenhouse dome which is used as a park and for farming. The grounds even include a man made reservoir and small creek!

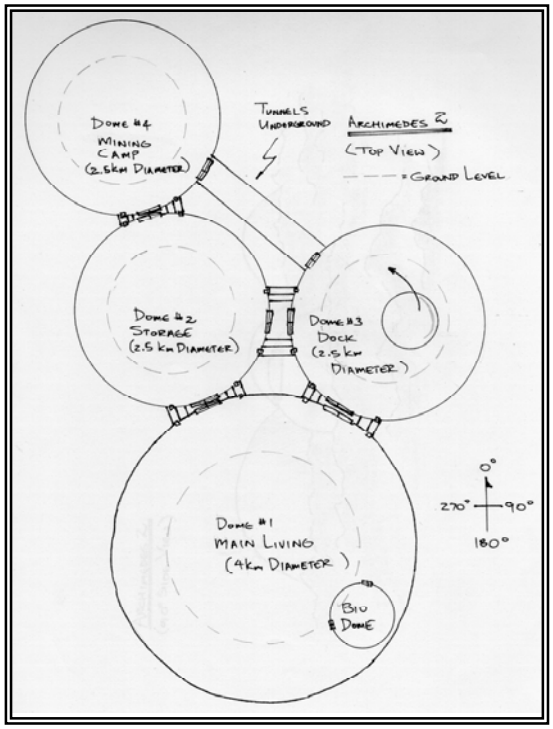

Figure 8 - Archimedes 2

(Top View)

4.3.4.5 Complete Shopping Mall

In the last couple of years there has been an influx of merchants to the area. These merchants cater to miners and the growing exploration trade in the area.

5 Things

This section is a "catch all" for everything else. It is arranged in alphabetical order.

5.1 Currency

In SA there is a different currency in each controlled region of space. This can cause for wild fluctuations in the value of the currency based on trade agreements. For someone in the Terran Confederacy the major form of currency is the "credit". Credits are exchanged in the form of small electronic credit sticks which can be simply touched together to perform a transaction. Credit sticks or "creds" are not coded in ANY fashion. In essence they are considered "hard cash". Currency that is held in a bank must be transferred over a computer network or at the bank itself. Banks have different ways to verify identities. More expensive banks use DNA tests or a combination of tests. Most unsavory types stick to creds…it's safer.

To simplify things Terran Confederacy creds represent a purchasing power similar to that of the US Dollar in today's market. In other words, 75,000 credits is about what well paid folks make in a year. Most people would consider paying 20,000 credits for a low end hover car. A Gak combo-meal costs 2 creds.

5.2 Face Of Emoch (F.O.E.)

Bizarre card game which happens to be a favorite of those on Archimedes 2. Nobody on the colony knows where the game came from but everyone loves to play.

5.2.1 The Deck

The deck consists of 54 cards: 6 Maws Of Emoch, 12 Eyes Of Emoch (left and right), and 12 Gova Of Emoch (left and right). (Gova are tentacles.)

5.2.2 Object Of The Game

Played like poker with each player attempting to gain the highest scoring hand. There are a number of rounds equal to the number of players.

5.2.3 Order Of Play

The dealer, or Confessor, shuffles the deck and deals five face down cards to each player. Players can look at their cards. The rest of the cards are placed in the center as a draw pile.

The Confessor sets the Coin for the round by placing the first bet. All bets must match the Coin or double it to call the hand. The Confessor MUST bet but the others can simply fold. Note that the Confessor cannot simply Call at this time.

The Confessor must then discard one of his cards face up and take a new one. Play then passes to the player on his left. After his turn each player may do one of the following:

- Fold – The cards are placed face down. This removes them from the hand. The cards are no longer in play.
- Play – Player matches the Coin. He then discards one card face up then draws a new card from the stack *or* take the card the previous player placed face up. If the previous player folded the only option is a draw. If a random card is taken the previous players card is sent to the Mound of Rogort (i.e. the discard pile) face up.
- Call – To call the player must double the Coin bet into the pot. A player opting a Call does not discard and draw. Hands are revealed and the person with the best hand wins.

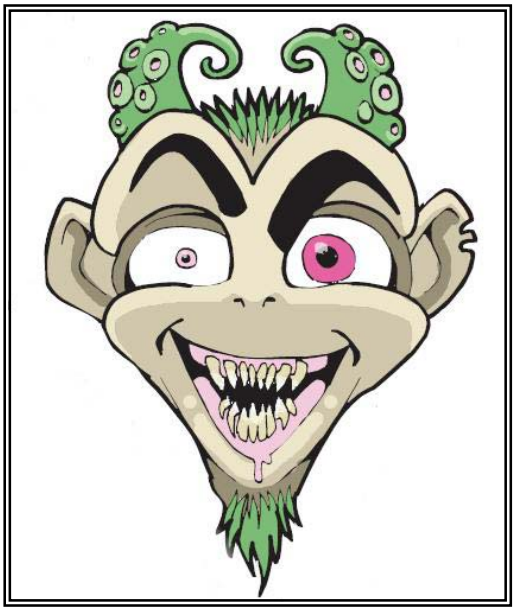

Figure 9 - Almighty Emoch

On a tie the pot stays for the next round and the same Confessor is used.

The game concludes when everyone has been the Confessor one time.

5.2.4 Hand Rankings

Ranked from most favorable to least favorable.

5.2.4.1 Granmung's Death

Hand with five Emoch's Maw cards.

5.2.4.2 Face Of Emoch

Hand with one card of each type.

5.2.4.3 Emoch's Wisdom

Hand of all eyes. The left eye is more powerful so that is used to break ties.

5.2.4.4 Emoch's Potency

Hand with five Gova. The right is considered more potent (i.e. "the curl that hides the key") and is used to break ties.

5.2.4.5 Jacques' Hit

Highest ranking card in the hand. Ties are resolved by duplicates of each card. The card ranking is: Maw, Left Eye, Right Eye, Roght Gova, Let Gova. Note that the rank of the card is the most important. Thus one Left Eye beats two Right Eyes.

5.3 Terran Confederacy Navy

5.3.1 Summary

The Terran Confederacy Navy is the muscle of Terra. It is commonly known as the Fed Navy. The Fed Navy covers by far a larger amount of space than any other armada. This is controlled by giving considerable power to local bases and commanders. Thus each base often takes on the feel of it's commander. If the commander is a "by the book" type his fleet will be clean, organized, and inspected. If the command is more "seat of your pants" his troops will reflect it.

5.3.2 Ranks

Here is a breakdown of the various TC Navy ranks. The point cost for these is below. See the Fringe Benefits section for details.

Abbr	Enlisted Rank Name	Cost	Abbr	Officer Rank Name	Cost
E-1	Seaman	2	O-1	Lieutenant Junior Grade	2
E-2	Seaman	2	O-2	Lieutenant	2
E-3	Seaman	2	O-3	Lieutenant Commander	5
E-4	Petty Officer – 3rd Class	2	O-4	Commander	5
E-5	Petty Officer – 2nd Class	2	O-5	Captain	10
E-6	Petty Officer – 1st Class	5	O-6	Commodore	10
E-7	Chief	5	O-7	Rear Admiral	10
E-8	Senior Chief	5	O-8	Admiral	15
E-9	Master Chief	5	O-9	Fleet Admiral	15

5.4 Psionics

5.4.1 Summary

Several races have some form of psi power. The less advanced races consider it a form of magic or refer to it in religious terms. Even though psionics and their usage can seem invasive most people do not consider psionics to be a real threat as they are so rarely encountered. In a race with average psionic potential only 1 person in 1 million will have single significant psionic power.

Psionics in SA are not easy to manifest. There is a high endurance cost, the range is poor, and the effects are limited. Even though this is the case you can do some pretty spiffy things with psi powers. ☺

5.4.2 The Human Psi Community

Initially human psi are "developed" by GeneCrux. After they are trained, or at least measured, they can do one of several things.

They can completely go out on their own. This would be the case for psi of very low power levels or maybe those with a psi talent that GeneCrux is not interested in developing. Very low powered psi often fall into this niche.

Higher powered psi, or psi with particularly interesting powers, are often strongly "encouraged" to attend more training at GeneCrux. Once these folks are trained they can be sold to other corps, work for the TC, or work for GeneCrux. The largest percentage of psi work involves employment with GeneCrux doing contract type jobs. The type of work is based on what power the psi possesses. Telepaths might work on diplomatic jobs, etc.

There are VERY few human psi as GeneCrux only discovered the gene a few years ago. Current experts in the field estimate that there are roughly 5000 human psi in the egaverse...although only GeneCrux has an accurate count.

As psi are very new to humans most organizations, including the TC, they have little idea of how to handle them. To help coordinate and deal with rogue psi, GeneCrux has developed an elite group of psi. These are nicknamed "Psi Cops". There are maybe 50 Psi Cops in the entire egaverse. This is a very elite and special group of agents. They are highly loyal to GeneCrux. Inside the Psi Cops are the Psi Commanders. There are around 5 to 10 of these extremely powerful operatives.

© *The Psi Cops are stolen almost directly from Babylon 5. The only difference might be their backing. In Babylon the Psi Corp are government funded. In Star Aria the Psi Cops are funded by GeneCrux.*

5.4.3 Va Rulen Psionic Rating System

The Va Rulen psionic system groups powers into the following broad categories. Psi's may rate in several categories depending on the nature and extent of their powers.

Category	Nickname	Description
Body Control	Stuntman	Ability to control body functions of another person or yourself. These type of powers are rare. Often reflected in powers like Healing and Aid.
ESP	Ehsp	Can use extra sensory perceptions of some type. These powers are rare. Typically this includes powers similar to Clairsentience or Danger Sense.
Telekinesis	Teek	This discipline involve manipulations of physical objects using the power of the mind. It can include pyrokinesis, cryokinesis, or electrokinesis in addition to the normal use of the power. These type of powers are rare. In Hero these are reflected with Energy Blast or Telekinesis.
Telepath	Teep	Person with the ability to read, send, or control thought waves or emotions. These powers are the most common. In game terms this is the power of Mind Control, Telepathy or potentially Detect.
Teleportation	Porter	User has the ability to move themselves or objects using the power of the mind. This is a very rare ability. It is created with Teleportation.
Wild Talents	Varies	This is a catch all category for stuff that does not fit into one of the above categories. Stuff that does not fit one of the above categories is considered very rare.

In addition to the category a power rating is applied. Thus a beginning telepath would be an Alpha Telepath or "Alpha Teep".

Active Points	Rating	Description
0 to 10	Alpha	Trace psionic ability only. Psionics with powers at this level are the most common.
11 to 20	Beta	Very restricted psionic power.
21 to 30	Gamma	Restricted psionic potential.
31 to 40	Delta	Significant psionic power.

Active Points	Rating	Description
41 to 50	Epsilon	Powerful psionic discipline. It is VERY rare for psi abilities at or above this level to exist.
51 to 75	Zeta	Superhuman power level. GeneCrux supposed has some of these for rent but only to top notch customers.
76 to 100	Eta	Psi powers at this level are found on only 1 person per universe. They are extremely rare.
101+	Omega	Legendary psionic prowess. This level of power is only rumored at existing.

5.4.4 Game Dynamic

Psionics are bought as individual powers (i.e. frameworks are not allowed) with the following limitations. Note that ALL of these must be taken on all psionic powers. It is acceptable and more common to use more severe versions of each limitation.

- Concentration
- Costs Endurance and/or Cost Endurance To Maintain – If the power does not already cost endurance to use and maintain.
- Extra Time
- Increased Endurance Cost
- Reduced By Range
- Requires An Ego Roll – Note that it is ok to take this at lesser levels if the psionic power is of higher Active Points. Remember that the limitation that is gained when this is taken is based on the characters Ego roll. Thus it will likely be worth more than a –1/2 bonus. See FREd for details.

Powers on new PC may be taken at any Active Point level up to 50 points. After that it requires GM clearance. There is not Alien Class of mind. This is not required for the user to purchase. Thus psionic powers will automatically work on all types of alien races.

Having mental powers does NOT give the person Mental Awareness. This must be purchased separately as an additional power. Note that powers which do not have a visible special effect but which are not visible per the Hero rules must be purchased with Invisible Power Affects.

5.4.5 Pushing Psionic Powers

When using push to boost psionic powers the results are more effective but the End cost is raised. Normally a person can push 5 active points plus 1 point for every point they make their Ego roll. A psi can push psionic powers ONLY at a rate of 10 active points plus 2 points for every point they make their Ego roll. The maximum push is two times the Active Points of the power. When doing this the End cost for the push is still 1 point per 1 point gained.

Here is a simple example. Jor-Em has an Ego of 18 and 20 Active Points of Ego Attack (i.e. 2d6). To save his comrade Jor-Em wants to push the power so he can blast a ferocious Rynok Beast! He rolls an Ego roll and gets an 8. Thus Jor-Em can push 10 + (5 x 2) = 20 points of his Ego Attack. If Jor-Em wants to use all 20 points from the push that would cost him an additional 20 End. This would allow him to roll 4d6 Ego Attack! Ouch!

5.4.6 Sample Psionic Powers

This section have some sample powers to give you an idea how they are purchased.

5.4.6.1 Sense Emotions

Cost	Name	Ability
7	*Gamma Empathy*	Telepathy 6d6 (Empathy (-1/2), Concentration – ½ DCV Throughout (-1/2), Costs Endurance To Maintain (-1/4), Extra Time

		– Full Phase (-1/2), Increased Endurance Cost – 2x (-1/2), Reduced By Range (-1/4), Requires An Ego Roll (assumes person has Ego 18) (-3/4)) 6 End

5.4.6.2 Retrieve Light Objects

Cost	Name	Ability
3	*Alpha Telekinesis*	Telekinesis 6 Strength (Concentration – ½ DCV Throughout (-1/2), Extra Time – Full Phase (-1/2), Increased Endurance Cost – 2x (-1/2), Reduced By Range (-1/4), Requires An Ego Roll (assumes person has Ego 18) (-3/4)) 2 End

5.5 Slang

This section contains some not so fancy jargon used in the Star Aria egaverse.

Term	Definition
Bushed	Screwed up.
Creds	Currency in the form of credit sticks.
Data Mule	A data carrier. See the section on communications for details.
Fed	Terran Confederacy.
Floppy	Cool.
Gak	Strange tasting food paste which can be "molded" into meals. Contains nutrients which can be safely digested by most alien races.
Geeks	Term used to define people who practice Technoism.
Grounder	Derogatory Va Rulen term for being who are born and raised on a planets surface.
Spacer	Someone who was born and raised in space. These folks often have Zero G skills and abilities.
Trogs	Term coined for the Trogillian alien race.
Weeds	Term coined for the Pakuin alien race.
Whirls	Abbreviation for Flux Whirlpools. Often used by pilots.

5.6 Technoism ("Geeks")

5.6.1 Summary

Technoism is a fanatical cross species religion which believes in the worship of technology. Practitioners consider technology to be the savior of the people or simply a higher power. Followers of Technoism are known formally as Technoists but they are also less formally known as "Geeks". Inside private ceremonies neonates refer to others in their ranks as the "enlightened few".

Geeks feel that everything in the universe was founded and grow because of technology. They strongly believe that true enlightenment can only be gained by scientific research and adaptation of new technologies. Even though it may seem like this sect would be attractive to scientists most consider the "Geeks" to be crackpots or nutcases who are simply looking for an edge.

The current leader of the cult is a charismatic gentleman known as Pope Tiberius Titanium. Tiberius is an Earthling who loves to travel around the universe spreading the word and meeting the people. Even though the Bionoid War Of Independence put a strong damper on their popularity their ranks are beginning to refill under Tiberius' reign. Rumors suggest that Tiberius and the Technoists have hidden technology that may exceed even that of the Va Rulen.

Figure 10 - Father Blun Plutonium

"Steel is stronger than flesh." – Canon from the *Priests Of The Wheel* from Antares 5.

5.6.2 Unusual Trait

Technoists have been known to intentionally replace their flesh with cybernetics. According to their beliefs this puts them closer to enlightenment. As replacement biotechnology is highly feared at this time sometimes this is not necessarily a good thing.

5.6.3 Practice

Technoists travel the cosmos looking for new technology of any kind. Even a new device to trim nose hairs may have other uses and will be carefully studied. They are known to seek out other races to learn what they can about their technology. (This is often represented with a Psychological Limitation.)

5.6.4 Game Dynamic

Being a ranking Technoist is a Fringe Benefit. These are presented in order of power and cost. See the small chart below for details.

Cost	Name	Ability
2	*Registered Technoist*	Fringe Benefit (Allows user to get room and board at local establishments and to open preach policy.)
5	*Technoist Priest*	Fringe Benefit (Above, plus can usher new members into the faith, can preach at established churches, can form small churches with authorization from a Cardinal.)
10	*Technoist Cardinal*	Fringe Benefit (Above, plus can direct a substantial amount of Technoist technology and resources.)
15	*Technoist Pope*	Fringe Benefit (Above, plus can direct all Technoist technology and drastically change policy.)

5.7 Technology

This section is intended to answer questions folks may raise on the general level of technology. This section is not intended to cover any topic in a lot of depth but instead it will brush over the major areas. For fine details about a given area of technology ask your GM.

After discussing the "Driven By" technology rules I'll try and give examples of what would be considered normal for the various technological fields. The key to the technology that what would actually be utilized in a given region is controlled by the "Driven By".

Note that at a high level there is a greatly increased level of technology and a fairly sharp decrease in the size needed to provide that same technology as that seen today. Remember that as technology advances the systems that they connect to and the services they provide also get more complicated. Thus more hardware and software complexity are required. At least that is my thought as to how I want this to work. ☺

© *In many general ways the general prevalence of technology in everyday life will be similar to that found in Babylon 5 and Farscape.*

5.7.1 Driven By Rules

5.7.1.1 Driven By Need

The prevalence of technology is partly driven by the need of the people and the region. For example, if the people of a given region live in a cloud city than flying cars will be present. On a desert planet hover cars would be present as flying cars are not needed.

5.7.1.2 Driven By Cost

The general availability of technology is also driven by cost. The normal working man would not pay thousands of credits for something that would not be required. The desert planet above is a good example of this. In this setting shifting sands may corrode complex engines quickly so simple wheeled vehicles would be more prevalent then on our cloud city example.

5.7.1.3 Driven By Usability

A third major factor is usability. If a particular piece of technology is only good on a given planet that it would not be adopted by a space traveler. This is especially true for communication devices. Radios are prevalently used for communication but super small radios that can only handle a limited number of channels that are implanted in your ear would not be common as they could not be used everywhere. In a metropolis where the bands might be set this could be the case. In a city that is underground radios may not work well so again they would not be prevalent to a large degree.

5.7.2 Communications

Hand held multi-channel radios the size of current day cigarette lighters are common. These radios do not reach into space unless there is some type of relay system installed on the planet. Entertainment communications are common. Slow set language translator devices for the major races are common but are not built into most radios. Advanced analytical universal translators are very high tech and would not be found except on the most advanced research ships or stations. FTL communications do not exist.

5.7.2.1 Speed

As with space travel, communications cannot be conducted at FTL speeds. This has a dramatic effect on how things are run. Businesses, news services, and military operations are effected by this limitation.

This has resulted in a distribution of authority. Since commands can't be quickly relayed local authority have increased roles and powers. Only in the most extreme cases is jurisdiction pushed out of the system.

News and other electronic communications over great distances are often performed by couriers. There couriers accompany the information and are paid to make sure it is properly delivered. Often these services include multiple paths that include return information. The Terran Confederacy has their own set of registered carriers that can be paid for their services but there are also third party companies who get into the act. These companies can offer additional services like added security, faster deliveries, and unscheduled routing. The end result of this is a sort of "galactic pony express". Note that the information from carrier can be stored in a variety of interesting and hidden devices depending on the quantity and security required in the delivery. (Note that being a registered Fed data carrier is a fringe benefit. See that section for details.) The slang term for an information carrier is a "data mule".

This also has a serious ramification for network technology. Please see the Computers subsection for details.

5.7.2.2 Translation Devices

Translation devices follow the general technology rules defined elsewhere in the document. They are present where there is a need and if the cost is reasonable. Thus there are hand held translation devices available on the market. These devices simply convert the text to another language through an advanced interpreter. The standard translator device is not fast or that accurate but it is fairly cheap and covers the major races except for the Cicadians. The standard device does not cover undiscovered or obscure languages. For new languages more advanced devices are available at a substantially more expensive price.

5.7.3 Computers

Small hand held computers the size of credit cards which can act as PDA, calculators, clocks, GPS, news readers, browsers, and email clients are common. Larger laptop sized device can be used for hacking and other such more advanced tasks. When large processing power is needed workstations or mini-computer

sized devices are used. Computer networking is often done in a wireless fashion unless security or jamming is a concern.

5.7.3.1 Hardware

Computer hardware has become a lot more sophisticated as it has needed to keep up with the advances in network technology and software size. Most people have access to small hand held computer devices which function as PDA and can be used for news reading or VERY simple browsing on local networks. Anyone wishing to do anything above this will carry something roughly the size of a modern day laptop. A device of this size would be able to perform just about any function your average computer programmer might need. It is also considered standard gear for hackers and the like. When more power is needed either in the form or more speed or more connections workstation class machines are available. Very large computers or networks of shared computers are only needed for very advanced research and development needs.

The concept of organic computing is not new but it has not seen large advances. The Bionoid War has ended most research in this area or at least severely delayed any funding that might have been available. Currently even simple PDA like organic computers are very rare.

5.7.3.2 Software

Software for simple applications is very small and easy to alter. Software for larger or more complex operations can get quite large and sophisticated. For example, the software used to control ship routing in a large star port would be very complex.

Artificial intelligence routines vary in size based on complexity. Simple robotic brains are extremely limited artificial intelligence routines. Complex decision making and thinking computer brains can be very large and take a massive amount of computer power but they do exist.

5.7.3.3 Network Proliferation

In any major cities wireless networks are very prolific. They connect everything from information sites to banks. Even things like traffic lights are often found on networks in big cities. Note that this network proliferation is now being seen as a liability by many scientists after the Bionoid War. The only place large networks are not used is in situations where security or jamming might be a concern. In those cases wired networks and much smaller networks are used. An example of this would be the computers present on a star ship.

5.7.4 Cybernetics

Metal cybernetic and replacement technology is considered the norm. Cybernetics that looks like flesh are considered much more advanced. “Cybernetic-like” technology that is completely biological is considered extremely advanced.

Cybernetic technology is prevalent but voluntary use of the technology is not socially acceptable. The Bionoid War has taught many races a hard lesson about technology running amok. In response several races have constructed sensors and weapons which are very effective on foes with cybernetic implants.

5.7.4.1 Game Dynamic

PC are allowed to buy cybernetics. This is done using powers with one of the following limitations. Note that all cybernetic that would logically need a power source must also be purchased with Endurance Reserves, Charges, or bought to 0 Endurance Cost to reflect the fact that these are powered devices.

- Hidden Cybernetics (-1/4) – Cybernetic device is not visible to the naked eye but can still be detected using high end scanning devices. In essence this limitation is form of the Restrainable limitation.
- Open Cybernetics (-1/2) – Implant is visible to the naked eye. This is the same limitation as above with an extra –1/4 for being visible.

Note that cybernetics are not socially acceptable so one of the following limitations is also available.

Cost	Name	Ability
-5	*Hidden Cybernetic*	Social Limitation (Occasionally / Minor, if detected causes mistrust)
-10	*Openly Cybernetic*	Social Limitation (Frequently / Minor, causes mistrust)

5.7.4.2 Examples

Here are two examples.

5.7.4.2.1 Extending Laser Talons

This is an example of how laser claws might be purchased. With Continuing Charges if they are turned off during the duration a charge is still spent. Note also how these are hidden until used. Thus they only get the –1/4 limitation.

Cost	Name	Ability
20	*Lazer Wolviez*	2d6 RKA (AP (+1/2), 4 Continuing Charges (1 Turn Each, -1/2), No Range (-1/2), Hidden Cybernetics (-1/4))

5.7.4.2.2 Military Grade Replacement Arm

When replacing an existing body part in most cases it is also appropriate to take a very low point Physical Limitation. This represents the idea of some physical loss if the cybernetic item is removed or deactivated. Notice how all powers get the full Open Cybernetics limitation as they are all present inside the same visible device. (Note that only the first slot is technically needed to replace a missing limb. This is a really powerful cybernetic arm example. ☺)

Cost	Name	Ability
3	*Replacement Arm*	Extra Limb (Arm, Endurance from Strength pulled from the Power Pack, Open Cybernetics (-1/2))
10	*Power Pack*	Endurance Reserve (50 Endurance, 2 Recovery/Segment (24 Recovery, Cannot Recover Unless Battery Pack Is Replaced (-2)), Open Cybernetics (-1/2))
7	*Armor Plating*	Armor (6 PD/ 10 ED, Open Cybernetics (-1/2), Only To Protect Arm (Locations 6-9 on one arm, -2)
6	*Crushing Strength*	+15 Strength (Endurance pulled from Power Pack, Open Cybernetics (-1/2), No Figured Characteristics (-1/2), Only When Using Replacement Arm (-1/2))

5.7.5 Daily Life

Currency is commonly held electronically in small sticks known as “cred sticks” or simply “creds”. Bills are paid remotely. Common identity cards are not found except on densely populated planets or in sensitive government positions. Most cards use simple pictures unless the person is at a ranking or military position. In these cases more advanced identity cards with retina scans are often used. Any registered Confederacy position includes an identity card of some type.

This section also contains high level guidelines for what technology a standard citizen would carry in some common situations. These are detailed below.

5.7.5.1 Core Planet Citizen

A core planet person would carry an advanced PDA/browser device as described above which includes a built in multi-channel radio device that includes an earpiece. Commands can be issues verbally for most functions. The device is about the size of a thick credit card. The may also carry cred sticks or bank creds as appropriate. Most fashions are designed to hold these small devices in secure pockets.

5.7.5.2 Remote Colony Citizen

On remote colonies a similar devices might be used but the technology might be a bit outdated. There might only be a speaker not an earpiece, the device might be larger, or GPS may not be available. On mining colonies bar code scanners or similar devices used in monitoring manufacturing equipment might be present on the same device.

5.7.5.3 Military Or Police Personnel

In military or police roles PDA devices similar to those used in core worlds would be employed but they would be rugged, resistant to the elements, and more advanced in several areas. In these devices secure communication circuits would be present, GPS would be more accurate, identity signals would be encoded, and silent operation using quick keys or finger patterns would be part of the device. Connection ports to weapons and vehicles might also be present for diagnostic or aiming purposes.

5.7.6 Medical

Small medical scanners the size of paperback books are considered common by doctors. In one's home a regular resident would have only simple devices to monitor basic bio signs. Implanted bio devices are not common due to the Bionoid scare but the technology is possible. Surgery using robotic appendages and lasers is considered common. For treating light trauma simple slap patches are considered common. These act to deaden pain and heal external open wounds. For more serious injuries medical tubes can be used which help foster tissue regeneration at an accelerated rate. Note that even growing back severed limbs is possible but it would take quite a while at a high cred cost. Returning someone from the dead is not possible.

5.7.7 Robotics

The technology of robotics has made many things possible. Unfortunately this includes a huge war where robots rallied their own army to battle mankind. Even though this occurred the technology that allowed the creation of the Bionoid menace does still exist.

In 2004 robots are primarily used in construction or in situations where dangers exist to humanoids. Hostile environments tend to utilize more robots than safe environments. For example, on planets where the atmosphere is toxic or a vacuum robots may be used to maintain the outer shell and perform exploration. Any star ship which is too large to be constructed on the ground is constructed in space by robots.

Nanotechnology does exist but it's primary focus has been in the area of circuit creation and medical. In these areas microscopic robots of very "single minded" intelligence are employed. These applications also often require clean room environments for proper employment of the nanobots.

Since the Bionoid War the TC has dictated that all robots must strictly adhere to Asimov's Laws Of Robotics. Any deviation is considered a federal offense. Asimov's Laws concern the following aspects of robotic technology:

- The First Law – A robot may not injure a human being or, through inaction, allow a human being to come to harm.
- The Second Law – A robot must obey orders given to it by human beings except where doing so would violate the First Law.
- The Third Law – A robot must protect it's own existence provided doing so does not conflict with the First or Second Law.

5.7.8 Sensors

Hand sensors the size of a standard paperback which can be changed to detect different things at limited ranges are present but are quite expensive. Hand scanners geared for one purpose (i.e. elements, water, chemicals, metal, etc.) are more common and much smaller. Both types of hand sensors are fairly accurate but single use scanners are much more detailed in the results that they produce.

5.7.9 Star Ships And Space Travel

FTL travel is not possible. Large ships can go at much faster speeds but give up maneuverability and the ability to enter an atmosphere. Orbiting or stationary space stations are fairly common around major trade routes or important parts of space. Capitol and colony sized ships are considered rare. Gravity plating is considered a standard item in most late model ships.

5.7.9.1 Basic Designs

As would be expected basic designs are often based on functionality but creative aspects can play a role. The Va Rulen are known for their delicate long ship designs. The Trogillian ships often sport snake or dragon prows. Terran Confederacy ships are often boxy but dependable. Ichthian ships are bulbous and reflect the light from stars. The Pakuin ships, which are often green and include glowing lights, feel alive like their alien pilots.

The size of the ship is based on functionality. Large ships are not able to safely enter atmospheres or work in tight areas but can carry a significant amount of gear or weapons. Smaller ships are more nimble and can enter atmospheres of most planets. Very small ships are not able to enter the Flux so their range is much shorter than that of a larger ship. This means that carrier ships have become an important part of military fleets.

5.7.9.2 Weapons

Most star ships are typically outfitted with two type of beam weapons. These are named Ion Cannon and Plasma Guns. Ion Cannons are pin point energy weapons found on most ships. The size of the Ion Cannon varies based on the power plant and sheer size of the ship. Plasma guns are usually only found on larger attack craft. They target all of the shields on a ship at the same time by releasing energy that cascades around the target.

Missiles are used by smaller ships to deliver larger payloads. The limitation with missiles is that they can be fooled, spoofed, or simply shot down.

5.7.9.3 Armor and Shields

Armor is part of all ships but often it is considered a “last resort”. Most ships augment armor with force field barriers, point defense systems, anti-missiles systems, and/or nimble movement. Note that shield strength can be shuffled from place to place with an advanced crew.

In game terms shields on ships of all sizes are depleted when struck. The shield then regenerates in a given time interval. This means that even massive ships can be affected by coordinating attacks from several sources. Moving shield value from one surface to another is done with Systems Operation.

5.7.9.4 Engines

Engines are complicated systems based on tourite crystal controlled explosions. Although using tourite in this manner is very dangerous it is more efficient then other fuels which have been tried. Tourite can power most ships for many light years of travel before needing to be replaced.

Speeds have not reached FTL but they have reached extraordinary levels. Scientists still toy with FTL ship designs nobody has reached that speed.

Note that even though engines are not needed to keep ships moving in space, for combat purposes and game dynamic reasons, phased combat will be used without segmented “drifts”. In other words, ships on a map will move like characters on a map. ☺

5.7.9.5 Sensors

Ships sensors are very important for many reasons. The often mean the difference in early detection which often leads to success or failure in battle. Sensor beams can be set on passive or active settings. This is

akin to sonar on a submarine. Active sensors have a much longer range and are more intense. Passive sensors are less sensitive but are more covert. Sensors are blocked by large object or space phenomenon of various kinds.

Scientific sensors allow a ship to scan planets at broad levels. Focused scans which can reveal detailed information must be conducted using narrow beams which can take quite a bit more time. Note that there are not scanners that detect "life". Instead sensors detect the components that make up living creatures. For example, they can detect carbon, oxygen, carbon dioxide, etc.

5.7.9.6 Life Support And Artificial Gravity

Breathing is done using air purifiers. Food for long trips is often in the form of military rations or Gak take-out meals. Gravity plating is considered standard on most late model ships.

5.7.10 Vehicles

Wheeled vehicles are considered low tech. Hover vehicles are considered common. Flying vehicles are considers common on planets where they are needed and uncommon elsewhere. (Note that Archimedes 2 is a domed community so flying vehicles are not found as they are essentially not useful.) Most vehicles have connection ports for diagnostics and securing portals.

5.7.11 Weapons

Projectile weapons are the most common weapons found among environments that support them. Their extremely low cost makes them easily affordable to most people. Beam weapons and high tech projectile weapons are common among those with a paramilitary mindset.

5.8 Terran Confederacy Port Authority (TCPA)

The TCPA is an organization established by the Confederacy to establish and control star ports. The success of the organization is not due to their ability to make money. In fact most star ports never make back their construction costs! Instead the power of the agency comes from their ability to offer consistent starship services, regulate star travel for safety, set trade policies in local climates, monitor local compliance to said policy, and to levy taxes. The key is that the costs are consistent no matter the location of the port or the aliens which control it.

5.8.1 TCPA Departments

A standard TCPA port has several major department. Each port can include the following departments:

- Administration
    - Executive
    - Liaison Office
    - Concessions
    - Legal
    - Financial
    - Personnel
    - Records and Data Processing
    - Public Relations
    - Commercial and/or Military Relations
    - Employee Residence
    - Contracting
- Traffic
    - Traffic Control
    - Ship Registrar
    - Vehicle Control
- Ship Services
    - Berthing
    - Fueling

    - Storage and Provisioning
    - Maintenance and Repair
    - Housekeeping
    - Certification
    - Hiring Hall
- Cargo
    - Freight Handling
    - Warehousing
    - Hazmat Storage
    - Brokerage
- Passenger Services
    - Hospitality
    - Hotel Accommodations
    - Passenger Assistance
    - Baggage
    - Passenger Transport
- Security
    - Tactical Teams
    - Customs
- Medical Department
- Emergency Services
- Flight Operations
- Plant
    - Engineering
    - Power
    - Data / Communications
    - Transport
    - Stores
    - Commissary
    - Housekeeping

5.8.2 Star Port Ratings

The TCPA also rates star ports based on their traffic and size. The ratings range from Class I (smallest) to Class V (largest). Here is a brief summary of how this breaks down:

- Class I – Tiny – Only small landing pads, very little starship services offered.
- Class II – Small – Roughly 10 to 30 down port berths, some mechanical service available, limited cargo capacity.
- Class III – Medium – Roughly 50 to 100 berths, a variety of services available, greater cargo capacity, about 50% of these include a high port. A2 is considered a Class III port with heavy cargo traffic and very light passenger traffic.
- Class IV – Large – Significant facility with down and high port, full ship maintenance for all size of vehicles, lots of amenities.
- Class V – Huge – Crossroads of space, hundreds of travelers live in the port, thousands of personnel, huge ship construction facilities.

5.9 Tourite

Tourite is a natural chemical compound that is used to power just about everything in SA. It is used in packs for blaster and in power plants of star ships. Tourite is a bright blue crystalline compound which is mined and processed in a fashion similar to diamond. It is only active when heated. If overtaxed (i.e. overheated) tourite becomes highly explosive.

5.10 Va Rulen Biomechanical Interfaces

5.10.1 Summary

The Va Rulen possess an advanced biomechanical technology beyond that of any of the other prominent races. They use a gel-like substance known as the "membrane" to control their ships. This gel accepts nerve impulses from a Va Rulen and converts them directly into electrical signals at a very high rate of speed. The effect is highly responsive ships which are directly tuned to their pilots.

© *The Va Rulen biotechnology is taken from an anime series called Betterman.*

5.10.2 Game Dynamic

This is a considered a 3 pt perk that Va Rulen characters must purchase (see the Va Rulen Package for details). In game terms this is represented by ships which have very high Dexterities for Va Rulen attuned pilots only.

6 Campaign Rule Settings

This section contains information about rules that will be utilized for this campaign. Most of these are related to what FREd refers to as Heroic style of play. See FREd for details.

6.1 Bleeding

We will use the Heroic bleeding rules out of FREd. They are the same ones using in Danger International and Fantasy Hero. As a reminder these are the rules where you roll dice to determine if your bleeding stops or if you lose another Body.

6.2 Characteristic Maximums

All characters have the Normal Characteristic Maximum Disadvantage for 0 points. Note that expanding the character maximum in Packages is not an option in FREd but we will be using is for SA. Instead of using the system exactly as presented in the 4th edition we will be using a slightly modified version that I have used in the past for my old Alien Legion game. The change is actually much simpler. I'll explain it in the section on the "Starting/Maximum Change" power.

6.3 Critical Hits

We are using the critical hit system from the former DI product with a minor tweak.

6.3.1 HTH Or Muscle Powered Ranged Attacks

This means HTH or muscle powered ranged weapons critical when the roll to hit is half of that which is required. This is rounded down. For example, Stickler needs a 13 or less to hit with his knife. If he rolls a 6 or less on his roll he crits. Critical hits deal the max damage which can be done by the weapon.

6.3.2 Ranged Attacks

Ranged weapons critical only on a roll of a natural 3. In this case figure the damage as normal then multiply it by 1.5 to determine the final damage.

6.4 Encumbrance

We will use encumbrance rules when characters are carrying lots of gear or are wearing bulky suits. If characters are wearing only light armor and carrying light weapons we will not worry about it.

6.5 Fumbles

If a character rolls a natural 18 bad things happen. With ranged weapons there is a malfunction. With HTH or muscle powered ranged attacks the attacker slips or stumbles and is placed at half DCV until their next phase.

6.6 Hit Locations

Hit location charts will be in use. Unless an alien creature is extremely bizarre, normal hit location charts will be in effect.

6.7 Hit Location Penalties If Stunned

According to FREd hit location penalties are halved if a character is stunned. I think this can be abused so we will not be using this rule.

6.8 Knockdown Not Knockback

Knockdown rules will be used. Thus beings are only knocked off their feet if their Body is exceeded by the damage of the incoming account before defenses are applied. This is straight out of FREd.

6.9 Impairing, and Disabling Wounds

These rules will not be used.

6.10 Misfire/Overheat, Jamming, and Runaway

These optional weapon rules will be used. See FREd for details. The only change will be that high tech energy weapons Overheat. Single shot high tech energy weapons Overheat on a natural 18. Autofire energy weapons Overheat on a natural 17 or 18.

If a weapon overheats it immediately gains a 15 or less Burnout roll. If the weapon is fired again without letting the weapon cool down the Burnout roll drops by 1 point. If the Burnout roll fails the weapon explodes in 1d6 segments. (See the list of Explosives for the damage.) A weapon takes 1d6 segments to cool down. When this time expires the weapon gains 1 point on the Burnout roll or if the roll is already at 15 or less the Burnout limitation is removed. If the user has the appropriate Weaponsmith roll he can use that to reduce the time it takes the weapon to cool down. If the user makes a Weaponsmith roll the time is dropped 2 segments. For every point the roll is made by the amount of segments it takes to cool down is dropped by an additional 1 segment.

6.11 Pushing

Limited Push rules will be in effect. Pushing will be based on 5 Active pts plus 1 pt per EGO roll achieved. The minimum gain if you make your roll is 5 pts. Thus if you make your EGO roll you can push 5 pts. If you made your EGO roll by 3 then you get 5 pts + 3 pts = 8 pts.

Note that there are custom rules for pushing psionic powers. For those rules see the section on psionics.

6.12 Vehicle Combat

The current Hero rules for vehicle combat don't make sense to me in a couple of areas. To fix these issues we will make the following rule changes.

6.12.1 Combat Pilot

In the current edition of FREd if a pilot does nothing but drive they can make a Combat Pilot roll to remove ALL Size penalties from their DCV. This does not make any sense to me. If I am piloting the Death Star and I make my roll my DCV is lower than an X-Wing sitting still!?! Instead we will apply an optional rule from The Ultimate Vehicle book. For every point that a pilot makes his Combat Pilot roll they get –1 to the DCV. Making the roll does NOT eliminate the Size penalty.

6.12.2 Going Below A Zero DCV

According to the current rules a ship can have at most a 0 DCV. Again this does not make sense to me. So this rule is getting discarded. In other words, the Size mods on DCV can knock a ship to a negative DCV.

6.12.3 Range Adjustments

Starships are large and fast. So that a detailed combat can be conducted on a battlematt I came up with the following change. When conducting starship combat 1 hex will equal 16" in Hero. To this end I will force starships to buy all of their movement in increments of 16". To find out how far a ship moves on the map simply divide the total movement by 16.

This change means the range chart needs to be updated for starship combat scales. To simplify the situation we'll add +4 to the DCV of all ships then use the following range chart. This adheres to the rules and should make is easier to play. The chart can be extended as required. This chart has also been added to the vehicle Hero Designer Export Template.

0" – 1"	2"	3" – 4"	5" – 8"	9" – 16"	17" – 32"	33" – 64"
-	-2	-4	-6	-8	-10	-12

6.12.4 Vehicles Have Speed 12

All vehicles will have a speed of 12 without having to pay the points for it. This eliminates a lot of issue with vehicles that have different speeds and simplifies formulas used to calculate a vehicles maximum speed. The Hero Designer Export Template and Vehicle Template will be updated with this change.

7 Character Creation Information

This section should have most of the information needed for players to create their characters. If there are any questions please ask.

7.1 Good Intentions

Characters should have good intentions at all times. This means the PC should be willing to go out on a limb if it is the "right thing to do" even if it means some self-sacrifice. This does NOT mean PC must have chiseled features and be named "Dirk Daring". PC can be rough and have quite twisted backgrounds. They can even be greedy and self-centered to a limited degree. The key is that they are not ruthless killers, heartless mercenaries, or loners. If I think there is a problem with your PC I will talk with you about it. Remember this is a game for a team of players not just one.

7.2 Reason For Coming To Archimedes 2

At the start of the first game session the PC will be traveling to Archimedes 2. It is important that the PC have never been to Archimedes 2. In other words, the PC must be going to Archimedes 2 for the first time. I understand that this is a serious thing to consider when making the story of your PC. To help out in that department I'll suggest some reasons why someone might venture to Archimedes 2 for an extended stay.

- The Mother Lode – Archimedes 2 might be nearly mined out but there are a lot of asteroids around which may be rich in tourite.
- Exploring – This is the frontier of space. It is a place where courageous men can make a stake for themselves and earn a living exploring the unknown.
- Getting Away From Somewhere Or Someone – Archimedes 2 is not really close to anything. It is a very distant colony. It is a great place to get away from those who might wish to find you…
- Going To Meet Someone – There are a lot of interesting folks on the mining colony. Maybe a friend or two is present?
- Wants To Start A Business – If there is a big find or some new discovery the right business could make a mint!

7.3 No Stepping On Toes

I don't want to have a situation where one PC overlaps another character with a similar skill set. For example, it would not be fun if two characters are ace fighter pilots. In fact, I plan to have a session where the only event is character creation. This way players can discuss the various arch types and decide what they would like to play. Working as a group will allow complimentary characters to be created.

Here are some of the high-level areas where it would be valuable for there to be some coverage by the PC. Note that an Explorer and/or a Psionics user would be nice but it is not really a requirement.

- Combat Monster – It would be good if there is at least one character who can fight at range and one who can fight in HTH combat. It could be the same person of course.
- Face Man – Someone with the Presence based skills. Trading skills would be right on the mark.
- Grease Monkey – Some skills in vehicle repairs, Mechanics, Electronics, etc.
- Space Jockey – Someone who can fly ships. Ground vehicle skills are probably not needed right away.
- Tech Whiz – Skills in Electronics, Sciences (various), Systems Operations, Computer Programming, Security Systems, etc. Any or all of these would be really nice.

7.4 GM Character Review Guidelines

This section has information on areas where I will be putting more focus when I review PC. I will let each player know if I have a problem in any of these areas. This section is very "touchy feely" so please ask me if you have any questions in these areas.

7.4.1 Dominates Play By Doing To Much Solo Stuff

I'll be trying to watch out for PC that I feel will dominate play because of too many solo things. As long as the PC is willing to let the other characters tag along on some solo missions from time to time this will typically not be a problem.

7.4.2 Unbalanced In Any Given Area

Any character who is unbalanced by either being so overtly gross in one area or another will be reined in. We want people to be good at what they do but if they are too good it can be unbalancing.

7.4.3 Unplayable In The Setting

I will be on the watch for character which have some aspect that will not work well in the setting. For example, if the character is a saint that never lies and never wants associate with those under his station they are really not playable on a frontier asteroid mining colony. ☺

7.5 Points

We will be using the *Hero Games Systems Fifth Rules Edition* (FREd). The *Star Hero* (SH) book will be referenced if it is appropriate.

Characters will be built on the following point levels which are based on Hero Standard setting referenced in FREd. Note that the top four entries are limits which will be *rigidly* followed. The following entries are provided as a reference.

Base Points	75
Maximum Points From Disadvantages	55
Maximum Points From One Disadvantage Category	30
Maximum Total Points	**130**
Characteristics	8 to 20
Speed	2 to 4
Combat Values (CV)	3 to 10
Damage Class (DC)	3 to 10
Active Points For Powers	10 to 50
Skill Points	25 to 75
Skill Rolls	8 to 15 or less
DEF / rDEF	8 / 2

The maximum starting Dexterity and Speed are 18 and 4 respectively. A Dexterity of 20 is allowed with a Speed of 3. This may be raised with experience and GM approval.

7.6 Everyman Skills

The following skills are considered everyman skills for most characters. These can be tuned by working with the GM.

- Acting
- AK: Home country, planet, or region of space
- Climbing
- Concealment
- Conversation
- Deduction
- Native Language
- Paramedics
- Persuasion
- PS: Hobby or job
- Shadowing
- Stealth

7.7 Racial Package Deals

Racial package deal must be taken in *full* or the character will not be considered a member of the race. This is unlike other package deals which are provided for inspiration only. For more details on these races see the People section.

7.8 Environmental Package Deals

Environmental package deals should probably be taken in full unless the player comes up with a reason that a particular ability does not apply to their particular character.

7.8.1 Heavy Worlder

Heavy Worlders are people born on a planet with a heavy gravity.

Cost	Name	Ability
1	*High Gravity Born*	Environmental Movement (High-G)
1	*Used To High G*	Armor (2 PD), Only To Protect Against G-Force Damage (-1)
2	*Heavy*	Knockback Resistance (+4 Body for Knockdown)
12	*Tough, Durable, and Thick*	Starting/Maximum Change (Strength 13/23, Dexterity 9/19, Constitution 13/23, Body 13/23)

7.8.2 Light Worlder

Light Worlders are people born on a planet with lower gravity and thin atmosphere. To mimic a person who was born in space see the Spacer Package Deal.

Cost	Name	Ability
1	*Low Gravity Born*	Environmental Movement (Low-G)
1	*Adapted To Thin Air*	Life Support (Expanded Breathing: Can Breathe Thin Atmospheres) [Note that Humans from Mars would not have this ability.]
-3	*Light Touch, Thin, and Fragile*	Starting/Maximum Change (Strength 8/18, Dexterity 11/21, Constitution 9/19, Body 9/19)

7.8.3 Size

When talking about small or large creatures I will give details for the levels which are allowed for a PC. There might be NPC races which can be smaller or larger.

7.8.3.1 Small

7.8.3.1.1 Diminutive

Character is about one quarter human size.

Cost	Name	Ability

Cost	Name	Ability
20	*Hard To Hit*	+4 DCV
8	*Hard To Sense*	+4 Stealth
-30	*Less Impressive, Short, and Weak*	Starting/Maximum Change (Strength 0/10, Presence 0/10, Running 1"/5")
-10	*Diminutive*	Physical Limitation (Frequently / Slightly)

7.8.3.1.2 Small

Character is about one half human size.

Cost	Name	Ability
10	*Hard To Hit*	+2 DCV
4	*Hard To Sense*	+2 Stealth
-16	*Less Impressive, Short, and Weak*	Starting/Maximum Change (Strength 5/15, Presence 5/15, Running 3"/7")
-5	*Small*	Physical Limitation (Infrequently / Slightly)

7.8.3.2 Large

7.8.3.2.1 Large

Character is up to twice human size.

Cost	Name	Ability
6	*Heavy*	Knockback Resistance (+12 Body for Knockdown)
28	*Greater Strength and Mass*	Starting/Maximum Change (Strength 15/25, Body 13/23, Presence 15/25, Running 12"/16")
4	*Reach*	Stretching 1" (Reduced Endurance (0 End; +1/2), Always Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)
-5	*Large*	Physical Limitation (Infrequently / Slightly)

7.8.3.2.2 Enormous

Character is up to four times human size.

Cost	Name	Ability
12	*Heavy*	Knockback Resistance (+24 Body for Knockdown)
76	*Greater Strength and Mass*	Starting/Maximum Change (Strength 40/50, Body 16/26, Presence 20/30, Running 18"/22")
9	*Reach*	Stretching 2" (Reduced Endurance (0 End; +1/2), Always Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)
-15	*Enormous*	Physical Limitation (Frequently / Greatly)

7.8.4 Space Born ("Spacer")

People born or raised in little to no gravity.

Cost	Name	Ability
4	*Space Born*	Environmental Movement (Zero G)
5	*Feet As Useful As Hands*	Extra Limbs (Feet)
-4	*Less Muscle Mass*	Starting/Maximum Change (Strength 8/18, Constitution 9/19)
-10	*Cannot Move Well In Normal Gravity*	Physical Limitation (Frequently / Slightly, suffers –2 to all Dexterity and Strength rolls in normal gravity)

7.9 Job Package Deals

Job package deals are provided purely for inspiration. The only time this is not true is with Fringe Benefits. In this case that part of the package would be required.

7.9.1 GeneCrux Psi Operative

Cost	Ability
2	KS: GeneCrux
2	PS: GeneCrux Psi Operative
2	SS: Psionics
3	Persuasion, Shadowing, Streetwise, or Trading
3	Fringe Benefit: Employed Psi
20	Various Psionic Powers
-10	Hunted By GeneCrux 8- (More Powerful , NCI, Watching Only)
-10	Social Limitation: Occasionally Subject To Orders (Occasional / Major)

7.9.2 Grease Monkey

Your basic star ship mechanic.

Cost	Ability
6	Electronics (Several categories including Star Ship)
3	Mechanics
2	PS: Mechanic
4	Systems Operation (At least two Categories)
2	TF (TC Space Vehicles)

7.9.3 Registered Terran Confederacy Pilot

How to buy your basic hot shot.

Cost	Ability
3	Combat Piloting
2	Navigation (Space)
2	PS: Pilot
2	PS: Zero G Training
2	Systems Operation (Choose area.)
2	TF (TC Space Vehicles)
2	WF (Star Ship Weapons)
2	Fringe Benefit (Registered Pilot)

7.9.4 Space Merchant

I got a bunch of real estate to sell ya! CHEAP! Don't worry it's not THAT far out the way…

Cost	Ability
2	AK: Trading Area
1	Familiarity with Bureaucratics
3	High Society or Streetwise
3	Trading
2	TF (TC Space Vehicles, Common Hovercraft Vehicles, or Common Motorized Ground Vehicles)

7.10 Changes To Existing Rules

This section contains changes the will be made to the rule provided in FREd.

7.10.1 Skills

Unless specifically noted it is NOT a requirement to buy specific alien race versions of each skill. That would get very cumbersome and for a Space Opera style setting I do not think it is a requirement.

7.10.1.1 Computer Programming

Computer Programming is more important in a Star Hero setting so it will be purchased just like Systems Operation using the following chart. Thus the cost is 2 pts for one category plus 2 pts for each addition

category and/or 1 pt for each subcategory. (This skill is only used for programming. Get Electronics for the hardware skill.)

- Standard Computers – May be purchased as a group.
  - Handheld Computers
  - Portable Computers
  - Workstations
  - Mainframes and Supercomputers
- Computer Networks – May be purchased as a group.
  - Local Networks
  - Planetary Networks
- Artificial Intelligence – Must be purchased separately.
- Biological Computers – Must be purchased separately.

7.10.1.2 Electronics

Electronics is purchased exactly like Systems Operation. As the skill is very valuable it must be purchased in various segments. This is a copy of the Systems Operation table with minor corrections and additions specific to Electronics. Thus the cost is 2 pts for one category plus 2 pts for each addition category and/or 1 pt for each subcategory. (Security Systems and Weaponsmith cover areas not addressed in this chart.)

- Basic Systems – May be purchased as a group.
  - Basic Electronics and Electrical Devices – Simple outlets, etc.
  - Battery Devices and Power Plants
- Communications And Sensors – May be purchased as a group.
  - Telephones, Cell, Digital Comms, and Radios
  - Handheld Sensors
  - Broadcast or Satellite Equipment
  - Near FTL Comms – This is the subcategory used in ship communications.
  - Communication Jamming Gear
- Computers – May be purchased as a group.
  - Handhelds, Workstations, and Supercomputers
  - Artificial Intelligence
- Medical Tech, Cybernetics, And Robotics – May be purchased as a group.
  - Surgical Devices
  - Cybernetics Or Replacement Tech
  - Robotics
- Star Ship – May be purchased as a group.
  - Avionics
  - Engines
  - Life Support
  - Shields

7.10.1.3 Gambling

Face Of Emoch is considered a card game.

7.10.1.4 Knockback Resistance

Since we are using knockdown rules this power is less effective and does not have the same point cost. To fix that issue Knockback resistance costs 1 pt for +2 Body when determining if a target is knocked down.

7.10.1.5 Languages

Most of the galaxy speaks common language known as Pangalactic. This is considered free for PC born in a common setting. For those born in a sheltered world their native tongue would be based on their race.

Note that there is no language familiarity chart. All languages are considered unique. This simplifies the rules. Cicadian costs +2 points and if the speaker does not have antenna their speaking ability is two less than they purchase.

7.10.1.6 Navigation

Navigation includes the subcategories of Flux and Space in addition to the regular ones. Space and Flux must be purchased separately.

7.10.1.7 Professional Skill

There is a new PS called Zero G Training.

Cost	Name	Ability
2	*PS:Zero G Training*	Simple tasks can be accomplished without the normal –3 penalty. For difficult tasks or in a difficult environment a PS:Zero G Training roll is made the character can perform the action without the –3 skill roll penalties. If PS:Zero G Training is bought to a full characteristic roll it is considered Dexterity based.

7.10.1.8 Skill Levels

Overall Levels are not allowed. All other Skill and Combat levels will be allowed.

7.10.1.9 Systems Operation

I customized these charts instead of using the complicated ones from SH..

- Communication Systems – May be purchased as a group.
  - Telephone, Cellular, Digital, Radio, Broadcast, Or Satellite
  - Near FTL
- Environmental Systems – May be purchased as a group.
  - Life Support Systems, Personnel, and Recreation Systems
- Medical Systems – May be purchased as a group.
  - Medical Sensors
  - Surgical Equipment
- Sensor Systems – May be purchased as a group.
  - Handheld Sensors
  - Near FTL Sensors
- Shields – May be purchased as a group.
  - Starship Shields
- Weapons – Must be purchased separately. (Note that only missile weapons need Systems Operation. Beam ship weapons require a Weapon Familiarity.)
  - Missiles

7.10.1.10 Transport Familiarity

Transport Familiarity will be expanded to include the following categories. Note that the pilot must define the race of the craft when buying the familiarity for any of the Space Vehicle options. That means Terran Confederacy, Va Rulen, etc. If a user does not have the correct racial Transport Familiarity but they have the correct craft category associated control rolls are at –3. If the user does not have the correct category the control roll is at an additional –3.

- Common Hovercraft Vehicles – Can be purchased as a group.
  - Hovercrafts
- Air Vehicles – Can be purchased as a group. (This is a change to the normal rules.)
- Water Vehicles – Can be purchased as a group. (This is a change to the normal rules.)
- Space Vehicles – Can be purchased as a group.
  - Personal Use Spacecraft – Yachts, shuttles, etc.
  - Commercial Spacecraft – Transports, freighters, etc.
  - Industrial Spacecraft – Miners, station builders, etc.
- Military Space Vehicles – Can be purchased as a group.
  - Small Spacecraft – Fighters.
  - Medium Spacecraft – Frigates, etc.

- Heavy Spacecraft – Destroyers, etc.
- Massive Space Vehicles – Must be purchased individually.
  - Colonization Ships
  - Space Stations

7.10.1.11 Weapon Familiarity

There are some new categories and subcategories to consider. Note that the existing categories and subcategories still apply.

- Common Melee Weapons – May be purchased as a group.
  - Laser Sword
  - Split Tongue
  - Stun Stick
  - Vibro Weapons
- Uncommon Melee Weapons – Must be purchased separately. See the weapon list for a complete list of Unusual Melee Weapons.
  - Electro-Whip
  - Rake's Maw
- Small Arms – May be purchased as a group.
  - Gauss Guns
  - Gyrojet Guns
- Beam Weapons – May be purchased as a group. Note that slug throwing science fiction weapons fall under Small Arms.
  - Blasters
  - Lasers
- Heavy Weapons – Must be purchased separately. See the weapon list for a complete list of Heavy Modern Weapons.
  - Heavy Lasers
  - Mini Rocket Guns
- Battlesuits – Must be purchased separately.
- Vehicle Weapons – Must be purchased separately. See the weapon list for a complete list of Vehicle Weapons.
  - Large Auto Laser
- Star Ship Weapons – Must be purchased separately. See the weapon list for a complete list of Star Ship Weapons.
  - Ion Cannons
  - Plasma Guns

7.10.1.12 Weaponsmith

Weaponsmith should include Beam Weapons, Battlesuits, Vehicle Weapons, and Starship Weapons categories as defined above.

7.10.2 Perquisites

7.10.2.1 Computer Link

This section details that various Computer Link Perks which can be purchased.

Cost	Name	Ability
3	*Local Shipping Manifests*	Unlimited access to data in question.
5	*Local Law Enforcement Database*	Unlimited access to data in question.
5	*Minor Corporation Database*	Unlimited access to data in question.
7	*Major Corporation Database*	Unlimited access to data in question.
7	*Regional Law Enforcement Database*	Unlimited access to data in question.
10	*Bank Database*	Unlimited access to data in question.
10	*Terran Confederacy Intelligence Database*	Unlimited access to data in question.

Cost	Name	Ability
10	*Terran Confederacy Military Database*	Unlimited access to data in question.

7.10.2.2 Fringe Benefits

List of the possible Fringe Benefits which can be taken. If you don't see something on these lists that fits what you want to do please ask! We aim to please! ☺

7.10.2.2.1 GeneCrux Psi Operative

This table describes the various GeneCrux Fringe Benefits.

Cost	Name	Ability
1	*Registered Psi*	Psi has been registered and the levels of their powers have been tested and confirmed. Psi has a card that confirms their power levels for personal employment opportunities. They are not covered by GeneCrux in any professional fashion.
3	*Employed Psi*	Psi has been registered and the levels of their powers have been tested and confirmed. Psi has a card that confirms their power levels for personal employment or employment from GeneCrux. Psi can be sent on official GeneCrux missions and projects. A mid level pay scale is present as is job insurance.
5	*Psi Cop*	Psi has been registered and the levels of their powers have been tested and confirmed. Psi has a card that confirms their power levels and employment with GeneCrux. Psi is often sent on official GeneCrux missions and projects which may include other GeneCrux operatives. A high level pay scale is present as is job insurance.
10	*Psi Cop Commander*	Psi has been registered and the levels of their powers have been tested and confirmed. Psi has a card that confirms their power levels and employment with GeneCrux. Psi is in command of a group of Psi Cops. Can promote Psi employees to Psi Cop status. A very high level pay scale is present as is job insurance.
15	*GeneCrux CEO*	Corporate CEO of GeneCrux. Has vast resources and information at their fingertips. Access to many psionic operatives in various roles and positions. Includes permanent guard. Very wealthy pay scale.

7.10.2.2.2 Terran Confederacy Certifications

This table describes the various Terran Confederacy Fringe Benefits.

Cost	Name	Ability
1	*TCPA Registered Craft*	Vehicle which is approved for use by the TCPA. This can be added to just about any ship even those of alien origin. A minor inspection is needed.
2	*TCPA Registered Pilot*	Can pilot registered star ships for pay. This requires a yearly renewal test to maintain.
3	*Registered Data Carrier*	Can carry registered Fed data for payment. Requires yearly renewal.
3	*Local Police Powers*	Ability to arrest or detain people in a local area. Includes limited ability to control personnel and equipment.
8	*Regional Police Powers*	Ability to arrest or detain people in a given system. Includes greater ability to control personnel and equipment.
5	*Local Judge*	Ability to convict or release those arrested in a local area.
8	*Regional Judge*	Ability to convict or release those arrested in a given system.
2	*Local Political Representative*	Provides local political powers over a given region. Representative can alter how Fed funds are distributed in their region of influence.
5	*Regional Political Representative*	Provides political powers over a larger region of space. Funds at their command are much larger. Can help appoint lower political

Cost	Name	Ability
		reps.
10	*Presidential Cabinet Member*	Provides vast political power over all Terran Confederacy actions. Massive power to control funds and how they are distributed. Consults the President.
15	*Confederacy President*	Arguable the most powerful political position in the known egaverse. Ability to appoint cabinet members. Major influence on military and intelligence actions.
1	*Former Fed Navy Member*	Former Fed Navy member. This gives the user access to low security bases and possible pensions.
2	*Fed Navy Member*	Low ranking Navy personnel (i.e. E-1 through E-5 or O-1 through O-2). Gives access to low security areas or specific high security areas based on position. Includes low level of pay.
5	*Fed Navy Officer*	Middle ranked Navy officer (i.e. E-6 through E-9 and O-3 through O-4). This level includes Chiefs and those in similar positions. Gives access to most high level security areas in their current assignment. Can recommend advancements in rank. Includes higher level of pay.
10	*Fed Navy Captain*	High ranking Navy officer (i.e. O-5 through O-7). Gives access to all security locations and control over positioning of military forces in a given region. Can increase rank of those in lower positions. Includes high level of pay.
15	*Fed Navy Admiral*	Massive control of entire Terran Confederacy fleet (i.e. O-8 and O-9). Includes access to all security locations. Includes a personal guard as well as appointment of lower Navy positions or Navy awards. Includes very high level of pay.
3	*TCPA Technical Lead*	This person has access to important TCPA data in some form. They could be a secretary of the Port Director, a traffic control coordinator, or an advanced repair person. Limited salary.
5	*TCPA Manager*	Manages a group of personnel in a given star port. Access to almost everything in the port environs. Limited control of personnel. Greater salary.
8	*TCPA Port Director*	Manages entire star port. Large control over all local personnel. Ability to restrict travel to and from a star port. Large salary.
10	*TCPA Board Member*	Vast control over TCPA resources and personnel. Can make large policy decisions for the organization. Large salary and support staff.

7.10.2.3 Money

We will use the simple rules in the sidebar of FREd. If you have questions about what this will mean for your character and his starting equipment we can work it out.

7.10.3 Talents

7.10.3.1 Combat Luck

May not be purchased.

7.10.3.2 Environmental Movement

Note that the gravity related Environmental Movements only counteract the skill roll and CV penalties. They do not correct Encumbrance issues.

7.10.3.2.1 Zero G

Note that this ability is different than Zero Gravity Training. That is a Professional Skill. This is used for folks who were born and raised in space.

Cost	Name	Ability
4	*Space Born*	Negates –3 penalty to all skill rolls and CV.

7.10.3.2.2 Low G

Cost	Name	Ability
1	*Low Gravity Born*	Negates –1 penalty to all skill rolls and CV.
3	*Low Gravity Born*	Negates –2 penalty to all skill rolls and CV.

7.10.3.2.3 High G

Cost	Name	Ability
1	*High Gravity Born*	Negates the –1 penalty to all skill rolls and CV.

7.10.3.2.4 Water

Cost	Name	Ability
3	*Water Born*	Negates the –2 penalty to all skill rolls and CV.

7.10.4 Powers

7.10.4.1 Damage Reduction

We will not be available for use by the players but it might be used for defensive technological devices.

7.10.4.2 Life Support

Disease and Immunity costs will be lowered. Instead of 10 points each for these immunities the system will work like the following:

Points	Immunity to	Example
1	Any one toxin or disease type.	Cobra venom.
3	Any related group of toxins or diseases.	Animal venoms.
5	All toxins or diseases.	All toxins.
10	All toxins and diseases.	All toxins and diseases.

7.10.4.3 Luck

We will be using one of the Luck options listed in FREd. I'll repeat it here for clarity. If it does not work well we may change it along the way. ☺

At the beginning of a scenario the player rolls his Luck dice and counts the Body. The number of Body is the number of times the player may re-roll during the game to get a better result. If the result is not better the player can roll again until a better result is achieved. If a roll is at a maximum value it can't be affected by Luck. Note that Luck can modify ANY roll in the game but it must be declared before the GM moves on to the next person or the next scene.

Here is a brief example. Dirk Daring has two dice of Luck. He rolls a 6 and a 1. Thus he has two pips of Luck for the adventure. During the session Dirk attempts to make a piloting roll between two asteroids. He needs a modified 8 or less roll. TOUGH! He rolls a 12. Dirk decides to use some Luck and rolls again. On his first roll he gets a 13. Dirk continues to roll until he beats the 12. Eventually the player rolls an 8, which is less than 10, and succeeds!

7.10.4.4 Regeneration

The 4th edition rules for Regeneration will be used with a slight modification. The old rules are really simple so I will not go into a lot of detail. Here is how it looks. To move the Regeneration down the Time Chart apply –1/4 Limitation per move.

Points	Effect
10	Regenerate 1 Body per Turn
+10	+1 Body per Turn
+5	Can Regenerate Limbs

7.10.4.5 Starting/Maximum Change

If a characteristic or movement starting value and maximum value are raised the cost is 1 point per point that is raised. If the starting and maximum value for Dexterity is raised by 2 this costs 6 points. In this case the new starting/maximum value for the character is 12/22. The same logic is applied for lowered values. If a race is particularly unhealthy they might suffer –3 to their starting and maximum Constitution. This would be worth –6 points. The race would end up with a starting/maximum value of 7/17. On each package this is denoted with an entry using the name "Starting/Maximum Change".

7.10.5 Disadvantages

7.10.5.1 Distinctive Features

Distinctive Features can't be taken unless the characters is incredibly marked in some fashion. With aliens around it is hard to be "distinctive".

7.10.6 Advantages

7.10.6.1 Adjustable Defense

This is a new advantage for defensive powers. Like Fragmenting Defense I got the idea from a Digital Hero article then tweaked it a bit. Here is how it works.

7.10.6.1.1 Adjustable Defense

For a +1/2 advantage on a defensive power the user may spend a half phase to move up to half of the points in a given defense from PD to ED or from ED to PD. For example, if a user has a 10 PD/10 ED Force Field they could move 5 of the PD to ED. This would give them shield a 5 PD/15 ED Force Field.

7.10.6.1.2 Faceable Defense

On defenses which are defined as having multiple facings the advantage can be applied for at a +1/4 level. In this case the user can spend a half phase and move the defense gained from one power to another power which is protecting a different facing. Up to half of the given points may be moved in this fashion. This is used to mimic star ship shields which can be adjusted from one facing to another. For example, a star ship has 20 ED shields on four facings (i.e. front, left, right, rear). By spending a half phase a user could make the front facing 30 ED and the rear facing 10 ED.

7.10.6.2 Autofire

We will be using the 4th Edition effects regarding OCV. A 5 shot blast gets +2 OCV and a 10 shot or more blast gets +4 OCV.

7.10.6.3 Damage Shield

Damage Shield is now a +1 advantage but the user is NOT forced to make the power Constant first. This reduces the overall cost from essentially +1 ½ to simply +1.

To facilitate this change in Hero Designer I've added split Constant into two parts. There is now Constant Without Damage Shield for +1 and Constant With Damage Shield for +1/2. This resolves the issue but leaves all of the HD functionality.

7.10.6.4 Inherent

We will not be using this advantage. As drains are not common it does not make sense to use Inherent. It also complicates things unnecessarily.

7.10.7 Limitations

7.10.7.1 Fragmenting Defense

This is a new limitation that can be taken on defensive powers. It is used to reflect a defense that chips away as it is struck. In essence this is a very specific form of the Side Effect limitation. I got the idea from an article in Digital Hero and modified it to suit my needs.

Fragmenting is a base –1 limitation. When struck a fragmenting defense loses 1 point of PD or ED based on the attack type. For every point of Body done that exceeds the defenses given by the power an additional point of PD or ED must be removed. The adjustment in the defense is done after the effects of the damage are applied. Here is a brief example. An energy attack that does 8 Body hits a 10 PD/10 ED Force Field. No Body gets through and the target gets to use the full 10 ED for soaking the damage. After the attack the Force Field is considers 10 PD/9 ED. If the attack did 12 Body the resulting Force Field would be 10 PD/7 ED.

At the end of each turn the power recovers 1 point of PD or ED. The recovery rate can be changed by moving up or down the time chart. For each move up the chart a –1/4 additional limitation is granted. For each move down the chart a +1/4 move is made in the value of the limitation.

7.11 Starting Equipment

Starting equipment will be determined with the GM. We will work on the gear that make sense for your character. If you want to have a lot of gear the Money ability must be purchased.

7.12 Cost Chart

This section contains a very basic cost chart for stuff that is not already priced in another section. The goal here is to capture costs at a high level so everyone knows what to expect. This chart assumes the person is able to acquire the goods in question through legal means. For illegal sales of any kind the cost would increase roughly 200 to 300% depending on the situation. Adjustments in rates apply when items or services are needed quickly or at a very high quality level. Additional features also raise the price. Long term deals or good bargaining skills can reduce the costs.

Item Or Service	Cred Cost
Food Costs	
Q'Zoon Gak Joy Meal	2
Restaurant Meal	10
Elegant Meal	20 and up
Hotel Fees	
Slot Shop	25 per day
Cozy Quarters Standard Room	50 per day
Fancy Hotel Suite	100 and up per day
Miscellaneous Gear	* Tool kits raise skill rolls if they can be used. For the cost listed a user gains +1 to a single type of skill roll. Using a compact tool kit the user can gain at most a +2 to the roll. Using a stationary tool kit (aka a lab) the user can gain up to +3 on a roll. For each plus above +1 double the cost of the kit.

Computer Gear, Standard	1000 to 5000
Computer Gear, High End	5000 to 10000
Electronic Gear, Standard	50 to 2000
Electronic Gear, High End	2000 to 5000
Tool Kit, Stationary	1000 *
Tool Kit, Compact	2000 *
Tourite Power Cell	100
Transportation Rates	
Hovercab Fare	10 + 1 per km
In Planet Trip	100 to 500
In System Trip	500 to 1000
Multiple Flux Gate Trek	1000 per flux gate plus In System Trip costs
Vehicle Costs	This section is heavily modified by additional features, luxury, condition, and commonality.
Beckworth Hoverboard 3000	2500
Harley Hoverbike	5000
Japanaline Hovercommuter	15000
Beckworth Hovertransport	40000
Cruise Air Personal Jet	250000
Short Range Shuttle	500000
Medium Range Pod	1000000
Medium Range Transport	3000000
Medium Range Luxury Ship	5000000 and up
Long Range Cargo Hauler	5000000
Long Range Liner	8000000 and up
Vehicle Services	* This section is adjusted by the size of the vehicle. To get the cost simply multiple the Size characteristic + 1 by the number below to get the cost. Complex or specialized components could add to the cost in the maintenance area. Similar services for hover vehicles are 10x less expensive.
Starship Berthing	100 per day *
Starship Refueling	500 *
Starship Maintenance, Basic	100 per Body repaired *

7.13 Weapons – General Information

Note that these tables are a sampling that should cover all of the bases. If you want something that is not on this chart let me know. The headers are defined in FREd.

I have added back the Size category from DI. This value is used as a modifier on Perception and Concealment rolls when attempting to hide the weapon. Note that most energy weapons break down to about 1/3 of their listed size for ease in transportation. The listed size is for an assembled version of the weapon which is ready to fire.

Weapons that suppress affect high-tech devices and weapons. High-tech energy weapons can be bought with military grade shielding which adds 15 points of Power Defense. This raises the cost of the weapon by 50%.

The Cred Cost field is the weapon cost. It costs a set amount for a tourite power cell. Other physical rounds add an additional cost. See the Notes column for details in these cases.

7.14 Weapons – Melee

Name	OCV	Dam	Stun X	Str Min	Shots	Size	Cred Cost	Notes
Axes/Picks								
Hatchet	0	1d6+1	0	10	N/A	5	10	Can be thrown.
Battle Axe	-1	2d6	0	13	N/A	8	50	1 ½ Handed.
Pick	0	1d6 AP	0	11	N/A	10	40	
Clubs								
Stick	0	2d6N	N/A	5	N/A	3	0	
Club	0	4d6N	N/A	10	N/A	6	0	
Great Club	0	6d6N	N/A	15	N/A	10	10	2 Handed.
Stun Stick	0	2d6N + 6d6 N E	N/A	5	30	3	400	Energy damage is electrical in nature. Electricity causes non-shielded electronic gear to suffer a 6d6 Suppress.
Swords/Knives								
Knife	+1	½d6	0	6	N/A	1	10	Can be thrown.
Dagger	+1	1d6-1	0	8	N/A	3	25	Can be thrown.
Broad Sword	+1	1d6+1	0	13	N/A	10	100	
TC Laser Sword	+1	3d6 PE	0	8 *	60 seconds *	4/10 *	10000	Strength does not add to damage. The weapon may be extended for up to 60 seconds on a single cell. Size changes when blade extended. If used to Block weapon damage is done to attacker.
Trogillian Split Tongue	0	1 ½d6	0	13	N/A	12	200	1 ½ Handed.
VR Vibro-Blade	+1	1d6-1 AP*	0	6	30	4	500	Can be thrown, AP only applies when a charge is used.
VR Vibro-Sword	+1	1d6+1 AP*	0	13	30	11	1500	AP only applies when a charge is used.
Pole Arms								
Javelin	0	1d6+1	0	10	N/A	10	10	Can be thrown.
Spear	-1	1 ½d6	0	10	N/A	13	25	1 ½ Handed.
Unusual								
Quarterstaff	+1	4d6N	N/A	10	N/A	10	10	2 Handed.
Trogillian Rake's Maw	0	1d6	+1	13	N/A	8	200	1 ½ Handed.
VR Electro-Whip	0	1d6 + 6d6N E	0 / N/A	9	30	6	1500	RP on killing damage, weapon can be used to grab, energy damage is electrical in nature. Electricity causes non-shielded electronic gear to suffer a 6d6 Suppress. Note that if the target is grabbed the electricity damage can be applied without the character spending an action (i.e. it is continuous).

7.15 Weapons – Muscle Powered Ranged Weapons

Name	OCV	Rng Mod	Dam	Stun X	Str Min	Shots	Size	Cred Cost	Notes
Darts	0	0	½d6	0	5	9 RC	0	2	Range Based On Strength.
Med Bow	0	0	1d6+1	0	9	10 RC	10	200	2 Handed, Str Min does not add to damage, 5 cred per shot.
Med Longbow	0	+1	1 ½d6	0	14	10 RC	12	400	2 Handed, Str Min does not add to damage, 5 cred per shot.

7.16 Weapons – Firearms

Name	OCV	Rng Mod	Dam	Stun X	Str Min	Shots	Size	Cost	Notes
Small Arms									
10mm Colt Auto	0	0	1 ½d6	+1	8	10	5	1000	Uses Gyrojet rounds.
Colt Hunter Rifle	+1	+2	2d6+1	+1	15	10	12	1500	2 Handed, uses Gyrojet rounds.
Colt M-25 Assault Rifle	+2	+1	2d6	+1	12	30	13	2500	AF5, 2 Handed, uses Gyrojet rounds.
Winchester Shotgun – Full	+2	+1	2 ½d6	+1	10	5	12	1000	RR, RP, 2 Handed.
Winchester Shotgun – Sawed	+2	-2	2 ½d6	+1	9	5	8	1000	RR, RP, 2 Handed.
Gauss Pistol	+2	+1	1d6+1 AP	-1	10	240/60	6	2000	AF5, shots comprised of battery/metal rounds. Metal rounds cost 2 per shot.
Gauss Rifle	+2	+2	2d6 AP	-1	10	480/120	13	3500	AF10, 2 Handed, shots comprised of battery/metal rounds. Metal rounds cost 2 per shot.
Beam Weapons									
TC Holdout Blaster	-1	0	1d6+1 E / 4d6 N E	0 / N/A	6	30	3	2000	Weapon has two settings (i.e. kill and stun).
TC Blaster Pistol	0	0	2d6 E / 6d6N E	0 / N/A	8	30	6	3000	Weapon has two settings (i.e. kill and stun). Very common.
TC Blaster Carbine	0	+1	2 1/2d6 E / 7d6 N E	0 / N/A	8 / 10 *	30	9	4000	Weapon has two settings (i.e. kill and stun). Used in two hands the Str Min is 8.
TC Blaster Rifle	0	+2	3d6 E / 9d6N E	0 / N/A	10	30	12	5000	2 Handed. Weapon has two settings (i.e. kill

Name	OCV	Rng Mod	Dam	Stun X	Str Min	Shots	Size	Cred Cost	Notes
									and stun).
TC Auto Blaster Rifle	0	0	3d6 E / 10d6N E	0 / N/A	12	30	13	7500	AF5, 2 Handed. Weapon has two settings (i.e. kill and stun).
VR Laser Pistol	+1	+2	3d6 E	0	7	30	6	3000	No KB, can be blocked by smoke, very common.
VR Laser Rifle	+1	+4	4d6 E	0	9	30	12	5000	2 Handed, no KB, can be blocked by smoke.
VR Auto Laser Rifle	+1	+2	3 ½d6 E	0	11	60	14	7500	AF5, 2 Handed, no KB, can be blocked by smoke. There are two tourite cells in this laser. Each cell adds 30 shots.
VR UV Laser Sniper	+2	+6	4d6 E AP IPE	0	11	30 *	12	15000	2 Handed, no KB, can be blocked by smoke, each shot expends two charges. Weapon is invisible to normal sight. (Note that this is a version without a sight. It is VERY common for this weapon to also include a sight.)
Heavy Weapons									
TC Anti Armor Rocket	0	+1	4d6 EX	+1	12	1 NR	12	3000	
TC Magnetic Grenade Launcher	0	0	Per Grenade *	N/A	10	30	10	4000	2 Handed. Allows user to hurl grenades at Strength 50 (60”).
Trogillian Mini Rocket Gun	0	+1	3d6 EX	+1	14	30	14	10000	AF3, 2 Handed.
TC Hvy Laser	+1	+4	5d6 E	0	12	60	15	18500	AF5, 2 Handed, no KB, can be blocked by smoke. There are two tourite cells in this laser. Each cell adds 30 shots.
Vehicle Weapons									
Lrg Anti Vehicle Laser	+1	+4	6d6 E	0	N/A	30	N/A	22500	AF5, 2 Handed, no KB, can be blocked by smoke. There are two tourite cells in

Name	OCV	Rng Mod	Dam	Stun X	Str Min	Shots	Size	Cred Cost	Notes
									this laser. One shot expends 2 charges. Each cell adds 15 shots.
Star Ship Weapons									
Ion Cannons	0	0	7 to 9d6 E	+2	N/A	N/A	N/A	250000	Star ship weapon. Damage depends on ship size and power plant capacity.
Plasma Guns	0	0	5d6 to 7d6 E AA *	+2	N/A	N/A	N/A	400000	Star ship weapon. Damage depends on ship size and power plant capacity. Every shield on target takes damage.

7.17 Weapons – Sights

The technology used in weapon sights has advanced. In many cases sights are enhanced by very small computers. Unless noted to use a sight the firer must be Braced. Sights add +1 to the Size of a weapon.

Name	OCV	Rng Mod	Cred Cost	Notes
Laser Sight	+1	0	500	Can be blocked by smoke. User does not need to Brace. Laser sights are already added to all Laser weapons listed above. The Laser Sight can be combined with other Sights at a higher cost. For example, a Laser Sight and a TC Optical Scope can be purchased for the same weapon.
TC Bullseye Goggles	+1	+2	3000 *	User does not need to Brace. A small computer puts a crosshair on the target for the user. A hookup must be present on a weapon to use the Bullseye Goggles. * This also increases the cred cost of the weapon by 50%.
TC Optical Scope	0	+2	2000	Nightvision, +6 Telescopic (Sight Group).
Trogillian Spotter	+2	+2	4000	Nightvision, +6 Telescopic (Sight Group).
VR UV Laser Ranger	+2	+4	6000	Ultraviolet Vision, +8 Telescopic (Sight Group), Absolute Range Sense, can be blocked by smoke.

7.18 Weapons – Unusual Gyrojet Rounds

Various rounds can be used for weapons that fire Gyrojet ammunition. Here is a list of the rounds that can be purchased.

Name	OCV	Rng Mod	Dam	Stun X	Cred Cost	Notes
Armor Piercing	0	0	-1 DC	0	4	Rounds gains AP.
Dum-dum	0	0	0	+1	4	Armor is 2x as effective.
Flechette	+1	+1	0	-1	4	
Normal Rounds	0	0	0	0	2	
Tracer	+1*	0	-1 DC	0	4	Round affects ED as flame damage. OCV modifier only applies to Autofire attacks.

7.19 Weapons – Explosives

Note that this table is a sampling that should cover all of the bases. If you want something that is not on this chart let me know. The headers are defined in FREd. Note that I have added back the Size category from Danger International. This value is used as a modifier on Perception and Concealment rolls when attempting to hide the weapon. The Cred Cost field is the weapon cost.

Note that I raised the damage for explosives as I felt the values presented in FREd were too low for a high tech setting where more concentrated explosives might exist. I also changed the names to infer that these are "new" devices. ☺

Name	Dam	Stun X	Size	Cred Cost	Notes
Grenade Devices					Grenades do not require Demolitions to use. Demolitions can be used to increase the damage if the grenade is placed. Grenades have timer settings that can be set from 1 to 5 seconds quickly. Longer delays can be set if time is taken to prep the grenade. Note that SA grenades are very small. They are about the size of a large pack of chewing gum.
Cyber-Geeker	6d6N EX E*	N/A	2	250	Effect is on ED as electricity. Electricity causes electronic gear and weapons to suffer a 6d6 Suppress. Explosion decreases effects at 2 DC per inch.
Ichthian Percussion Cap	8d6N EX	N/A	2	400	Explosion decreases at 2 DC per inch.
Overloaded Tourite Weapon	3d6 EX*	0	N/A	N/A	Destroys weapon. Damage is 3d6 EX for the first 30 shots that remain. Damage should be scaled based on the amount of shots that remain (1 DC per 10 shots). Explosion decreases at 2 DC per inch.
TC Flash Bang	6d6N EX*	N/A	2	200	Effect is a Flash Attack (Sight Group).
TC Screaming Eagle	4d6N EX*	N/A	2	300	Effect is a Flash Attack (Sight and Hearing Groups).
Trogillian Tooth Grenade	3d6 EX	0	2	400	
Va Rulen Smoker	*	N/A	2		Effect is 3" Darkness (Normal Sight).
Placed Explosives					Placed explosives require Demolitions skill to use correctly. Timers of almost any type are allowed at very small sizes.
Bang Sticks (1 stick)	8d6N EX	N/A	3	400	Damage increases ½d6 per stick. Explosion decreases at 2 DC per inch.
TC Moldable Exploding Compound (MEC) (1 kg)	12d6N EX	N/A	4	600	Damage increases 5d6 per Kg. Explosion decreases at 2 DC per inch. This is the compound most used by explosives experts. As the damage is Normal (i.e. not Killing) it is easier to control and direct.
TC Star Mortar Round	4d6 EX	0	8	N/A	Loses 1 DC per 2 hexes.
TC Heavy Vehicle Bomb	6d6 EX	0	N/A	N/A	Loses 1 DC per 3 hexes.
Tourite (Raw, 1 g)	1d6 EX	0	0	100	Explosion decreases at 2 DC per inch. As this compound is unstable it is risky to carry without special precautions.
Tourite Vehicle Fuel Cell	15d6N EX	N/A	N/A	N/A	The damage is not KA as it assumes the damage is caused by vehicle pieces and shock waves.

7.20 Protective Devices

Note that this table is a sampling that should cover all of the bases. If you want something that is not on this chart let me know.

Unless noted applicable defenses are resistant and not hardened. The "Def" (i.e. Defense) column is "PD / ED". The "Armor Pen" (i.e. Armor Penalty) column applies to DCV and Dexterity rolls when wearing the armor. The "Dur" (i.e. Duration) column is in hours unless noted.

Name	Def	Armor Pen	Cover	Dur	Size	Cred Cost	Notes
Personal Armor							Non-powered armor.
Heavy Cloth	2/1	0	4-18 *	N/A	N/A	0	Space age fabric. Coverage varies based on design. Can be worn under clothing.
Armored Threading	4/4	0	4-18 *	N/A	N/A	500	Fabric with advanced polymers. Coverage varies based on design. Can be worn under clothing.
Protective Vest	6/6	0	9-13	N/A	6	1000	Heavy vest with armored plates. Difficult to hide.
Space Suit	5/5	0	3-18 *	6 *	4	2500	Includes Life Support (Self-Contained, Low Pressure/Vacuum, Intense Cold, High Radiation) that lasts for the provided duration. Armor (locations 3-4) and Life Support assume the helmet is in place. Suits do NOT depressurize if punctured. They use rapid sealing foam to cover holes of any reasonable size. Note that is it very common to wear Space Suits on A2 as it is a domed community. Helmets are available in most buildings in case of emergencies.
Haz Mat Suit	6/7 *	-1	3-18	6 *	8	5000	Includes Life Support (Self-Contained, Low Pressure/Vacuum, Intense Cold, Intense Heat, High Radiation) that lasts for the provided duration. Armor and Life Support assume the helmet is in place. The suit also offers +10 ED Armor (Hardened) for chemical attacks only.
Force Fields							Force Fields are powered using standard tourite energy cells.
TC Kinetic Shield							Kinetic Shield are fairly standard gear for folks who work in dangerous fields or in seedy locations. They are designed to stop physical projectiles or energy beams which travel at near subsonic speeds or above. They are purchased with the following modifiers: OAF (Powered Belt Device, -1), 1 Continuing Fuel Charge (lasts 1 hour, +0),

Name	Def	Armor Pen	Cover	Dur	Size	Cred Cost	Notes
							Fragmenting (-1), Only For Fast Moving Attacks (-1/2), Side Effect (Minor, Always Occurs, while shield is active light and sound are distorted which give –1 to Sight and Sound based perception rolls, -1/2)
Civilian Grade	5/5	0	3-18	1	2	2000	Easy to obtain.
Law Enforcement Grade	7/7	0	3-18	1	3	3500	Can be obtained with some difficulty.
Military Grade	10/10	0	3-18	1	4	7500	Difficult to obtain.
Ichthian Drop Barrier	10/10	N/A	N/A	1 min	2	6000	The ingenious Ichthians have designed an energy barrier that can be dropped on the ground to form a protective barrier. The power is bought using Force Wall. Here are the modifiers that apply: 1 Continuing Fuel Charge (lasts 1 min, -3/4), OAF (Half moon shaped softball sized orb, -1), Predefined Shape (1" wall, -1/4), Range Based On Strength (per grenade, -1/4) (15 real points)
Battlesuits							Battlesuits are only available to military personnel and then they must be specifically trained in it's usage.
Trog T-Rex	10/10 + 15/15 *	0 #	3-18	12	18	250000	This is the supreme advancement of technological firepower. The suit is just short of being driven by the user. Abilities include hardened armor *, military grade shields *, strength and dexterity boosters #, a built in Trog Hvy Laster (same as the TC Hvy Laser) and Trog Mini Rocket Gun, leap servos, communication systems, sight augmentation, radar, sensor shield, life support, and magnetic boots.

7.21 Equipment

This section contains information about other high tech devices which might be useful to a group of adventurous characters. Note that in many cases these devices require power supplies but they last for an extended duration so they will be left out of the write ups for simplicity.

7.21.1 Medical Devices

7.21.1.1 Biogentech Slap Patches

Bandages that seal over wounds and apply a surface healing agent. Require no skill to administer. Sold in packs of 4 applications. (400 creds)

Cost	Name	Ability
7	*Biogentech Slap Patch*	Simplified Healing Aid 2d6 ((20 Active Points); OAF –1, 4x Charges –1)

7.21.1.2 Field Med Kit

This is a standard issue medical kit that is found in most houses or star ships. (7500 creds)

Cost	Name	Ability
5	*Medical Scanner*	Detect Medical Condition (Radio Group, Class, Discriminatory, Microscopic (100x) (16 Active Points); OAF –1, Limited Range (10") –1/4, Flashed As Sight or Radio Group –1/2, Requires A Systems Operations Roll –1/2)
2	*Store Collected Data*	Eidetic Memory ((5 Active Points); OAF –1, Requires A Systems Operations Roll –1/2, Only To Remember Things That Are Scanned –1/2)
7	*Slap Patch*	Simplified Healing Aid 2d6 ((20 Active Points); OAF –1, 4x Charges –1)
10	*Multi-Syringe*	Multipower ((40 Active Points), All Powers Have The Following: OAF –1, 8 Clips of 1x Charge –1, Extra Time (1 Turn) –1 ¼, Gradual Effect (1 Minute) –1/2, Does Not Work If Target Has Resistant Physical Defenses Of 4 Or More Where Applied –1/2, Requires Paramedics Skill Roll or Detect Medical Condition Roll From Medical Scanner At No Active Point Penalty –0) (u) Simplified Healing Aid 4d6 (40 Active Points) (u) Life Support (Immune To Toxins (5 Active Points))

7.21.1.3 Clench

Illegal combat drug often used by those who wish to get an "edge".

Cost	Name	Ability
15	*Clench Tablet*	Aid 4d6 ((Standard Effect: 12 points), Delayed Return Rate (points return at the rate of 5 per Minute; +1/4), Str, Con, Body, and Stun simultaneously (+1) (90 Active Points); Side Effects, Side Effect Occurs Automatically Whenever Power Is Used (After Aid Wears Off Recipient Loses 40 End Which Takes Rest To Recover And Recipient Gains Enraged When Angered (11- Enter, 11- Stop); -2), 1 Charge (-2), Self Only (-1/2), Gestures (Must Be Swallowed, -1/4), Gradual Effect (1 Turn (Post-Segment 12); -1/4))

7.21.1.4 Biogentech Medical Care Tube

Large medical tube used to heal serious wounds. Found only on medical ships or in hospitals. The device must be powered by a local generator. (15000 creds)

Cost	Name	Ability
2	*Biogentech Medical Care Tube*	Regeneration (1 Body/6 Hours, Can Regenerate Limbs) ((15 Active Points); OAF – Immobile (-2), Concentration (0 DCV Throughout Constant Power, User Is Completely Unaware Of Surroundings, -1 ½), Costs Endurance (-1/2), Requires A Systems Operation Skill Roll (-1/2), Slower Regeneration (Every 6 Hours, –1 ¼) (1 Endurance)

7.21.2 Miscellaneous Devices

7.21.2.1 Kinetic Containment Blanket

Multi-ply ballistic blanket used to seal holes in depressurized ships, smother fires, or contain chemicals. Inventive crews often find many uses for this simple device. (500 creds)

Cost	Name	Ability
7	*Kinetic Containment Blanket*	6 PD/4 ED Armor (OAF – Bulky (-1 ½), Gestures – Both Hands (-3/4), Restrainable (-1/2)) with linked +6 ED Armor (Hardened +1/2; Above Limitations (-2 ¾), Only On Heat Or Chemical Attacks (-1))

7.21.2.2 TCPA Data Package

Memory crystal with data pertaining to Terran Confederacy ships. Data includes schematics for standard unclassified Terran Confederacy vehicles (i.e. starships, hovercraft, etc) as well as TCPA inspection rules and regulations. Schematics are broken down to each nut and bolt. Part dealers commonly use this to order parts from companies or ship builders. (2000 creds)

Cost	Name	Ability
3	*TCPA Data Package*	KS: Terran Confederacy Unclassified Vehicles (19-) and KS: TCPA Policies and Procedures (14-) (OAF – Fragile (-1 ¼), Extra Time (1 Minute, -1 ½), Gestures (-1/4), Requires A Data Reader (-1/2))

7.21.3 Sensing Devices

7.21.3.1 Binocular Range Finders

"Multipurpose binoculars for those with at least one optic nerve!" (1500 creds)

Cost	Name	Ability
9	*Magnification*	+12 versus Range for Sight Group (OAF –1)
2	*Night Eyes*	Nightvision (OAF –1)
1	*Range Finder*	Absolute Range Sense (OAF –1)

7.21.3.2 Mission Mask

"For that nightly escapade!" (2000 creds)

Cost	Name	Ability
2	*Heat Lenses*	Infrared Vision (OAF –1)
3	*Simple Heads Up Unit*	Radio Perception/Transmission (OAF –1, Only 1 Channel –1)
2	*Filtration System*	Life Support (Can Breath In Dangerous Gasses, OAF –1)

7.21.3.3 Specific Use Sensor

"Sensor set to detect a specific class of objects. Easier to use than it's general purpose counterpart. Here is an example of our Cybernetic Security Sniffer 2000!" (5000 creds)

Cost	Name	Ability
4	*Sense Cybernetics*	Detect Cybernetics (Radio Group, Class, Discriminatory, +2 Enhanced Perception (12 Active Points); OAF –1, Limited Range (10") –1/4, Flashed As Sight or Radio Group –1/2, Requires A Systems Operations Roll –1/2)

Cost	Name	Ability
2	*Store Collected Data*	Eidetic Memory ((5 Active Points); OAF –1, Requires A Systems Operations Roll –1/2, Only To Remember Things That Are Scanned –1/2)

7.21.3.4 General Purpose Hand Scanner

"All purpose science scanner! They don't make 'em any better!" (25000 creds)

Cost	Name	Ability
22	*Sensor Array*	Variable Power Pool (20 Point Pool, 10 Active Point Control Cost, Systems Operation is used to change the power in the pool, takes full phase to change the pool; Pool Can Only Be Changed If The User Has An Appropriate Science Skill –1/2, Pool Can Only Contain The Power Detect (Radio Group) –1, All Powers Inside The Pool Must Take The Following: OAF –1, Flashed As Sight or Radio Group –1/2, Requires A Systems Operations Roll –1/2)
2	*Store Collected Data*	Eidetic Memory (OAF –1, Requires A Systems Operations Roll –1/2, Only To Remember Things That Are Detected –1/2)

7.22 Ships

Characters will not have to worry about paying for or starting with a ship. During the course of the adventure a ship will be presented to the players.

8 Appendix #1 – Abbreviations / Glossary

Abbrv	Expanded Term	Definition
A2	Archimedes 2	Frontier asteroid mining colony.
AF	Auto-Fire	See FREd for details on this abbreviation.
AK	Area Knowledge	See FREd for details on this abbreviation.
AP	Armor Piercing	See FREd for details on this abbreviation.
CV	Combat Value	OCV or DCV.
DC	Damage Class	See FREd for details on this abbreviation.
DCV	Defensive Combat Value	See FREd for details on this abbreviation.
DEF	Defense	See FREd for details on this abbreviation.
DI	Danger International	4th edition Hero product used for playing secret agents in a modern genre.
E	Energy Damage	Effects are applied against ED.
ED	Energy Defense	See FREd for details on this abbreviation.
	Down Port	Portion of a star port that exists on a planetary body. This could be a planet or an asteroid. Smaller star ports are composed entirely of the down port. A2 is solely a down port.
EX	Explosion	See FREd for details on this abbreviation.
FREd	Fifth Rules Edition	Hero Games Fifth Rules Edition which was written by Steven S. Long.
FTL	Faster Than Light	Moving faster than the speed of light.
G5	Generation 5	Small exploration firm which owns the outpost on Archimedes 2.
GM	Game Master	Me.
HS	Hard Science	In SF campaigns of this nature laws of science are strictly followed. Technology advances are very controlled. Space travel is extremely limited.
HTH	Hand-To-Hand	See FREd for details on this abbreviation.
	High Port	Portion of a star port that exists in space. Usually shuttles or space elevators are available to transport a traveler or cargo between a down port and a high port. In some instances a star port may be comprised entirely of a high port.

Abbrv	Expanded Term	Definition
KA	Killing Attack	See FREd for details on this abbreviation.
KB	Knock Back	See FREd for details on this abbreviation.
MV	Megaverse	The collection of the various universes.
N	Normal Damage	See FREd for details on this abbreviation.
NPC	Non-Player Characters	Characters played by the GM. Me. ☺
OCV	Offensive Combat Value	See FREd for details on this abbreviation.
P	Penetrating	See FREd for details on this abbreviation.
PC	Player Characters	Characters played by the players.
PD	Physical Defense	See FREd for details on this abbreviation.
PS	Professional Skill	See FREd for details on this abbreviation.
Pt / Pts	Point / Points	See FREd for details on this abbreviation.
RP	Reduced Penetration	See FREd for details on this abbreviation.
RR	Reduced by Range	See FREd for details on this abbreviation.
SF	Science Fiction	Broad term for the genre. May also be abbreviated "sci-fi".
SO	Space Opera	Term used to define a particular science fiction genre. Here is the definition of Space Opera from the Hero Genre By Genre guide: *The opposite of Low SF, Space Opera features incredibly advanced technology – often tech so marvelous that it embodies Clarke's Law ("Any sufficiently advanced technology is indistinguishable from magic"). Disintegration weapons, artificially intelligent computers, FTL travel, teleportation, and more are casual. Star Trek and Star Wars both represent, to varying degrees, this type if science fiction."*
SA	Star Aria	The name of the campaign.
SH	Star Hero	The sci-fi genre book written by James Cambias and Steven S. Long which was designed for FREd. Note that the old Star Hero book which was designed for the 4th edition rules will not be useful.
SS	Science Skill	See FREd for details on this abbreviation.
TC	Terran Confederacy	Arguably the largest empire in Star Aria. Headed by the President of Earth.
TE	Terran Empire	Hero genre book for Star Hero written by James Cambias. Some of the high level ideas from TE are using in SA.
VR	Va Rulen	Powerful space faring race known for their intense internal political struggles.

9 Appendix #2 – Revision History

This section contains a revision history for this document.

Revision	Date	Description
0.1	1/30/2004	First revision. Released to Jim and Steve for further review.

Revision	Date	Description
0.2	2/1/2004	• Added a section on Currency. • Added a general Technology section. • Added a Weapon section for Unusual Rounds. • Added a Cred Cost column to the Weapon charts. • Pulled Bleeding into it's own section. • Changed name of section from "Near Cosmic Good Guys" to "Good Intentions". I also cleaned up the text in this section. • GREATLY simplified the category charts for Electronics, Systems Operation, and Computer Programming. They are MUCH more affordable now. I think it is a good balance of cost now. • Updated doc with comments from Steve's email. Too many changes to list individually. Thanks Steve! • Completed several sections which were filled with simple headers. • Alphabetized several sections.
0.3	2/6/2004	• Fixed the Characteristic Minimums/Maximums for the various packages and updated the associated description of how it works. • Completed the Computer Technology section. • Worked on the weapons charts. Starting filling out stats for the higher tech weapons. I need to review them but it is a start.
0.4	2/10/2004	• Added MANY corrections based on feedback from Jim. Too many changes to list individually. Thanks Jim! • Expanded section on reasons why PC might come to A2. Got rid of the other related section. • Added a GM Character Review Guidelines section dealing with problem areas that I will be looking for when PC are created. Got the idea from talking with Steve over email. • Added details for Cybernetic examples.
0.5	2/12/2004	• Changed the Ichthians so their emotional response was physical not purely emotional. • Combined all of the Technology subsections under the main section. I think the doc flows a lot better. I also cleaned up the text so it reads better. • Added a paragraph to the introduction which defines the Space Opera versus Hard Science aspect of Star Aria a bit better. This seemed like a fundamental problem with the other drafts. • Added Computer Link Perk details. • Changed the Va Rulen slightly. Dropped their Strength and Body just a bit as they have no racial Disadvantages in the Package. Looks fine now. • Completed Fringe Benefits tables. • Completed Job Packages. • Added Hovercraft to TF. At the same time I cheapened the existing TF.
1.0	2/13/2004	• First release to all of the players. • Completed Technology section on Star Ships. • Cleaned up several table headers that crossed page boundaries.

Revision	Date	Description
1.1	2/29/2004	• Pulled Concealment from Cicadians and the size packages as this ability should be represented by Stealth. • Tuned the Flux Travel section to represent the fact that gates help the ship enter AND exit. • Added details for energy weapons that Overheat. • Added Knockback Resistance to list of changed powers. • Fixed the ordering on the size and environmental packages. • Added Tourite to the list of explosives. Changed the names of some of the existing explosives. Cleaned up the explosives chart with better formatting. • Performed lots of changes on the weapons charts. Pulled almost all of the weapons using normal bullets. Changed the names of the existing weapons to reflect a race of origin and to give them more flair. • Added a Weapons section with General Information. This way I do not have to repeat it five times. • Filled out the Sights chart. • Add VR (Va Rulen) to the abbreviations list. • Added Critical Hits and Fumbles. Tons of fun! ☺ • Clarified the Ego roll limitation for Psionics.
1.2	3/9/2004	• Changed the name of the Armor section to simply Protective Devices. • Added more details to the Weapons section. • Added more details to the Protective Devices section. • Added a new advantage for defensive powers called Adjustable. • Added a new limitation for defensive powers called Fragmenting. • Changed the web site links to refer to my new family web site. It will host John's Hero HQ, KODL, and all of my family pages. • Tuned Luck so it is better. It is now straight out of FREd (i.e. the way it was used in Reliance Reforged (i.e. see Jynx ☺)). • Added Shields to the Systems Operation skill. I forgot it previously. ☹ • Added header in the Technology section for information on robotics. • Added many entries to the Glossary.
1.3	4/16/2004	• In the section on the forming of the TC I tweaked the date a bit so it fits the timeline better. The date I had, 2396, put the entry in the wrong section and did not impart the feel I want. I changed the date for the forming of the TC to 2380. Thus the TC has been around for 22 years. I know this influences slightly some stories but I hope we can work through it. Sorry about the late change. • Filled out lots of detail in the equipment section. I added stats for almost everything. • Added pictures of Archimedes 2 from a top and side view. I tuned the accompanying text so it refers to the correct dome numbers. • Added disclaimer to the introduction to let folks know that the pictures are taken from other sources and are being used for personal enjoyment only.
1.4	5/3/2004	• Added information about the Psi Community from emails with Jim. • Added a Cost Chart. This give the cred cost for many basic items and services. • Added cred costs for all weapons, armor, and gear.
1.5	5/21/2004	• Added brief paragraph about robotic technology. • Added information about the Trog T-Rex Battlesuit. • Added general TCPA information to the Things section. • Added high port and down port to definitions. • Added TCPA fringe benefits.

Revision	Date	Description
1.6	6/30/2004	• Tweaked the perk section to refer to the TCPA when applicable. • Added a new section with TCPA departments. • Added Kinetic Containment Blanket to list of equipment. • Added TCPA Data Package to list of equipment. • Changed the order of the Equipment section to clarify the entries. • Performed two very minor cleanups. One in the Cicadian section and one in the cybernetic arm section.
1.7	3/9/2005	• Pulled references to embedded sector maps. Instead all of the Star Aria sector maps will be in a separate PDF file. This will also allow me to update the maps separately. ☺ • Inserted a new picture of the A2 domes from space. It is pretty cool. I also reformatted the top view dome picture so it sits with the text. It looks nicer. • Changed the name of the Va Rulen in the picture. Her name is now Vickizandra Of House Gwynn (i.e. see Hannibal's background for details). • Updated the section on ship sensors. It now specifically mentions that one cannot detect "life". • Added size names to the star port ratings. This will allow it to match the maps. • Pulled the Adjustable advantage away from Kinetic Shields. Adjustable will still be used for ship shields but not for personal shields. • Cleaned up the Luck example. • Cleaned up the verbiage in the Psionic section.
1.8	8/1/2005	• Tuned the Hero Designer support section to reflect the work I have done on the templates for Star Aria. ☺ I then moved the information to the first section to keep all of the external resource information in one place. • Added Fed, Floppy, and Bush to the list of Slang. • Changed two gravity plating comments in the technology section to make it a bit more common. • Added a campaign rule setting that hit location penalties will not be halved if a character is stunned. • Added details in the Campaign Rule Settings section for vehicle combat rule changes. Please read this section for the details. • Tuned Computer Programming, Electronics, Systems Operation, Transport Familiarity, Weapon Familiarity, and Weaponsmith slightly. The changes were made to bring them in line with the Hero Designer templates. • Navigation referred to Hyperspace not Flux. This was fixed. • PS: Zero G Training was clearly defined as a Dexterity based skill. • Clarified the fact that Starting/Maximum Change is a new Power. It should be treated as a Power not a Disadvantage. • Clarified the change to Damage Shield and how it is implemented in Hero Designer. • Moved Inherent to the Advantage section from the Limitation section. It was in the wrong place. • Changed the damage for Star Ship weapons to reflect a good play balance. When I initially did these numbers I had not designed a ship yet. ☺ • Added costs for the various Sights. • Clarified the text on Armor concealment. • Added Biogentech to Slap Patches and the medical care tube to reflect the manufacturer name. • Tuned the medical care tube so that it reflects the proper regeneration rate. • Fixed several small typos.

Revision	Date	Description
1.9	3/23/2006	• Fixed calculation errors and a typo in the Trog package. • Added stats for a blaster carbine. • Changed the PD/ED protection for the various shield. The values were too high. They were changed from 5/10/15 to 5/7/10. • Added Things section about the TC Navy. This includes a very brief summary and a breakdown of the ranks. (Thanks for the help Brian.)