

THE ANDROMEDA VENTURE

A Swords and Spaceships (and Psionics and Mecha) Space Opera Setting

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Welcome to the *Andromeda Venture*, a space opera setting set in the early 26th Century, Earth reckoning. Humanity has spread to the stars and has encountered several alien species. War is brewing in the 20 lightyear radius around Sirius, with various factions clamoring for either unification or independence; wars fought with starfighters and mecha. Several orders of psychic warrior exist; some seek enlightenment, while others champion causes heroic or villainous. There is profit and adventure to be had whether you're in the Sirius Sector, out on the Frontier, or possibly out beyond it.

Playing in the *Andromeda Venture* requires either *GURPS Lite* or the *Basic Set*. Depending on the campaign, templates from *Action 1: Heroes*, *Action 3: Furious Fists*, *Psis*, or *Template Toolkit 3: Starship Crew* may be used, with the adjustments listed in Chapter 3. *Bio-Tech*, *Powers*, *Psionic Powers*, most of the *Power-Ups* line, *Supers*, and *Ultra-Tech* are all useful in their own way, as are various issues of *Pyramid* v3.

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Chapter 1

Welcome to the Future!

(Hope You Survive the Experience!)

Genre Assumptions and Setting Switches

The Ventureverse (needs a better name) is a space opera setting with aliens, notable psionic/psychic powers, mecha, starfighters, cybernetic implants, some bio-modding, and bionic limb prostheses. The setting has many of the standard space opera supersciences – artificial gravity, faster-than-light travel, and force field technology – primarily lacking faster-than-light interstellar communications. This is in many ways a swords-and-spaceships space opera, with energy swords (and the occasional vibroblade sword) operating alongside blasters; mecha and starfighters operate alongside large starships.

The setting is meant to explore interaction between various

species when various factions are either gearing up for or are at war with each other. It's good for tales of exploration, war, espionage, frontier trading, and lost colonies, to name a few of the more notable options.

What the setting is *not* is a "transhumanist" setting. Certain themes and technologies – such as "what makes us human, the mind or the flesh?" – are not explored. Many transhumanist technologies, such as brain uploading, simply *do not exist* for a variety of factors.

The aliens of the setting are primarily non-humanoid, but none truly so alien as to be near incomprehensible or unplayable.

Timeline

Human Timeline

Humanity has reached the stars. The following is the rough timeline from the human point of view, using the point of divergence from the "real world" as being roughly 2020.

Second Space Race (ca. 2020 - 2075 C.E.)

The exact start of the Second Space Race is under dispute. Many point to China's moon shot as kick-starting it, while others point to India's initial lunar colony a few years later.

The colonizing of the Sol system happened in a rather sporadic manner, with various L4 and L5 Lagrange Point stations in the orbits of all the major planets except Mercury, as well as domed environmental habitats on pretty much every large moon, asteroid, and Trans-Neptunian Object of note.

Engineering and biomods became commonplace, as did cybernetic prostheses. Over time, however, engineering and biomods beyond the ability to survive in various types of gravity became sporadic until the practice effectively ended during the 22nd Century.

2054 CE – Initial batch of Genefels are designated "sub-human" and sold into slavery.

2056 CE – Many Genefels escape slavery to prey on the elite as pirates, often freeing other Genefels. Ishtar Station in Venus's L5 Lagrange Point officially adopts a stance of neutrality regarding Genefels; in secret, they support and benefit from the piracy.

2061 CE – Several comets are redirected to impact Mars to begin the long-term terraforming process.

2084 CE – Genefels acknowledged as "Human" for all purposes of "human rights" in various nations. Ishtar Station adopted as the Genefel "homeworld".

First Contact (2095 C.E.)

Human colony ship reaches Alpha Centauri

Fourth world of Alpha Centauri A, named Demeter, colonized by joint US/Argentina effort

Sekit discovered in the Crystal Forest region of Demeter

Pondrur, natives of Epsilon Indi, discover Human colony. Trade

treaty made between Pondrur and Human colony, grossly misinterpreted by both sides.

Human-Pondrur Wars (2102 - 2257 C.E.)

Fought for 150 years at sublight and at-light speeds.

2102 CE – Pondrur slavers try and take Humans as slaves; Humans fight back and capture a slaver ship. Initial skirmishes essentially limited to guerrilla warfare in the Proxima and Alpha Centauri systems.

2107 CE – Various Earth nations declare war on Pondrur; first efforts marred by hostilities between various Human nations resulting in Human ships firing on each other instead of the Pondrur.

2127 CE – First reinforcements from Earth arrive near Proxima.

2142 CE – First lightspeed ships arrive, reverse-engineered from captured Pondrur vessels, taking only 4.3 years to reach the front instead of 20.

2154 CE – The United Arab Emirates manage to unite much of the Middle East as the Arabian Empire, establishing themselves as a rising global and interplanetary power.

2204 CE – Human fleets retake Demeter, establishing a firm foothold for the first time in a century of warfare.

2241 - 2245 CE – Epsilon Indi Campaign, taking the fight to the Pondrur homeworld

2250 CE – Pondrur sue for peace at the United Nations.

2253 CE – Peace accords signed; fighting continues on the front for the next four years before news of the peace accords reaches there.

Inter-War Period (2258 - 2383 A.D.)

2262 CE – Hyperdrive fully developed; maximum safe speed of 6 lightyears per week established by interstellar treaty. Sirius selected as the center of a sector of space 20 lightyears in radius, dubbed the Sirius Sector.

2264 - 2357 CE – Third Space Race, as new worlds are colonized throughout the Sirius Sector; scouting missions map systems from 50 to 100 lightyears distant

2294 CE – Contact with K'Hissh Imperium; K'Hissh had developed hyperdrives on their own some time before.

2352 CE – Colonial Defense Alliance formed by various nations to police the interstellar space lanes; for the longest time, the

Colonial Defense Force, the CDA's military arm, consists of a hodgepodge fleet donated by member nations; fleet is standardized by 2424 with designs made specifically for them.

2377 CE – First contact with Glrrü

Glrrü War (2384 - 2386 C.E.)

Fought between various Pondrur and Human fleets in the Sigma Draconis system over the position of the Glrrü, a relatively low-tech society, in the interstellar community.

The Glrrü themselves stayed out of the war

Consolidation Period (2386 - 2500 C.E.)

2397 CE – Contact with Mekkans

2406 CE – Contact with Kronaks; soon afterward, Kronaks become a popular slave race by the Pondrur.

2409 CE – Contact with Sslith

2500 CE – Unification of Earth under one government

Unification Wars (2500 - 2620 C.E.)

Started by United Earth

Brings the Sirius Sector almost fully under one government.

Resisted by *many* factions.

2620 CE – Treaty of New Detroit sets down interstellar government.

Pondrur Timeline

The Pondrur are a six-limbed cephalopod like species originating on a mostly-water world in the Epsilon Indi system, roughly 12 lightyears from Earth in the southern constellation of Indus. The Pondrur are known to the other species in the Ventureverse as greedy and opportunistic, with a history of enslaving others (most notably the crystalline Sekit and canceroid Kronaks).

The Pondrur have had spaceflight for longer than Humans, having built their first lightspeed drives when Earth was fighting its Napoleonic Wars. For some reason, they never explored beyond 10 ly from their home star, so they never discovered Earth.

Note that one Earth year is roughly equal to 3.145 Pondrur years; 7 Earth years is roughly 22 Pondrur years.

Elevation

32 BE (Before Elevation) – According to the Pondrur's own records and legends, while they had intelligence and societies prior to this, in this year (which lasts for 116 Earth days) they were visited by beings "from beyond the stars" who performed experiments on them, giving them the ability to survive in both the atmosphere of the world as well as their native underwater. These unidentified aliens also taught the Pondrur advanced tool use and gave them the information needed to create rockets, distill rocket fuel from crude petroleum, and build computers.

1 AE (After Elevation) – Having learned and recorded everything this enigmatic species had to teach them, the Pondrur formed their first global government; the enigmatic aliens returned to "beyond the stars".

Expansion Into Space

210 AE – The Pondrur, after a lot of trial and error over their last two centuries, launched their first successful interstellar spacecraft with a lightspeed drive. From there, they sent out their own probes to the nearest stars.

333 AE – Established first extra-stellar colony in Delta Pavonis (Earth designation).

538 AE – Discovered the Sekit in Alpha Centauri (Earth designation). Quickly enslaved them through a vaguely-worded trade agreement; left most of them on the planet, though they "harvested" them on a regular basis ever since.

The Human Extermination War

887 AE – First encounter with Humans in Alpha Centauri during a routine harvest of Sekit. Believed they had tricked the Humans there into a similar trade agreement of slavery.

909 AE – First attempted harvest of Humans from the Alpha Centauri colony ends in disaster as the Humans revolt. Human rebels take over the ship sent to harvest them. Pondrur write off the incident as a trade deal gone bad and resolve to leave the Human colony alone. Despite this, the Humans in the stolen ship routinely and inexplicably harass Pondrur ships in the system.

988 AE – More Human ships arrive in Alpha Centauri, establishing beachheads on various uninhabitable planets around the dim red third star. Pondrur are unprepared for the savagery of Human attacks against Pondrur ships as well as against each other(!). (The Pondrur are unaware of how fractured Human society is compared to theirs.) Pondrur psychologists immediately declare Humans utterly insane while the Pondrur species as a whole – for the first time in their existence – gear up for war, hoping to eliminate the Humans to prevent their madness from spreading.

1042 AE – Reorganization of the Pondrur government into the Pondrur Empire, as more expansionist members use the War to take power for themselves. The War of Extermination Against the Humans formally declared.

1230 AE – Unused to waging war, the Pondrur are forced to remove themselves from the Alpha Centauri Crystal Forest harvest operation and the planet Demeter (Earth designation) altogether.

1346 - 1359 AE – Human fleets invade the Pondrur's home system. Many Pondrur witness first-hand the Humans fighting each other as fiercely as or even fiercer than they do the Pondrur.

1362 AE – The Pondrur Empire's leaders, realizing that the extermination of the Humans without them taking the Pondrur with them could be impossible, send their best business leaders to Earth to sue for peace.

1374 AE – Arriving on Earth, despite what they've witnessed in Alpha Centauri and Epsilon Indi, the Pondrur are surprised to discover the Humans are not united under one banner as they are back home. In front of the United Nations General Assembly, the Pondrur delegation sue for an immediate cessation of hostilities, with questions about terms of surrender.

1384 AE – Peace accords signed. Among the terms the Pondrur are forced to accept are to dissolve their slave trade in Sekit (bankrupting the business) and Humans (never continued past that first attempt), and the reorganization of the Pondrur world government that would be disarmed almost completely.

1396 AE – Pondrur home government officially dissolved; creation of the Pondrur Free Trade Guilds in its place.

K'Hissh Timeline

The K'Hissh are a large theropod-like species with a reputation

for possessing a proud warrior culture who originated in the 61 Cygni system, roughly eleven and a half lightyears from Earth in the constellation Cygnus. It is an orange binary, with enough separation between the stars for both stars to have planetary systems; the K'Hissh originated on the second planet around the larger star, 61 Cygni A.

Instead of solar years, the K'Hissh measure their

Glrrü Timeline

Factions

United Earth

In 2500 C.E., the various nations on Earth, after fighting a number of wars and arranging back-alley treaties with each other for more than half a century, gave up their sovereignty to the United Nations. Since then, Earth has reorganized. There is still long-seated hostility between various nations – for example, the old United States and the old Arabian Empire still don't trust each other – but for the time being, Earth is internally content.

Earth is now looking at her colonies and the alien nations in the Sirius Sector. Under Chairman Jawarhalal Gupta, Earth's leaders are looking at the Martian, Jovian, and Saturnian colonies, which won their independence from their founding nations during the Inter-War Period, and have begun operations designed to bring the entire Sol system, and ultimately the whole Sirius Sector, under one government – *theirs* – by any means necessary. As can be expected, many of the other worlds and stations in the Sol system are not happy with the arrangement. Of the extraterrestrial colonies, only Luna has joined the United Earth, albeit reluctantly.

Self-Determination League

The Self-Determination League consists of the independent colonies of Mars, the Galilean Confederacy of Jupiter, the Ring Republic of Saturn, Demeter, Tatooine, Valeria, Camelot, and Freyja, as well as a number of other, smaller colonies and stations, who have openly signed a mutual protection pact with each other. This has given United Earth some pause, as some in the government aren't sure whether they want to risk a war with all of those forces at once. However, there are those in the League who see United Earth's goal of a united Sirius Sector as a good thing; they just don't want *Earth* to be in charge.

New Detroit on Freyja is considered the unofficial capital of the League, as that is where the pact was negotiated and signed, and where delegates from the various worlds meet in the Galactic Congress.

Colonial Defense Force

When it was originally formed, the Colonial Defense Force was a semi-autonomous space fleet, formed as part of a loose military alliance between the various Earth nations and their autonomous colonies to protect those colonies that could not do so themselves. This alliance included all of the major worlds settled by humans within a 20 lightyear radius around Sol, as well as a number of worlds settled by the Pondrur.

Because the CDF was designed to be semi-autonomous, it was allowed to recruit openly from any world. At present, close to four-fifths of the CDF are of extraterrestrial birth, and at least a fifth of the CDF is composed of non-humans. When Earth united under one government, the members of the CDF Oversight Council who were

The Glrrü are a species of graceful butterfly-like insectoids from the second planet around the star Sigma Draconis, in the northern constellation of Draco.

Prior to their discovery, the Glrrü had just invented the radio.

Mekkan Timeline

from other worlds insisted on replacing the various Earth nations on the Council with a single seat for Earth; under the CDA Charter, each member of the Colonial Defense Alliance has a single seat on the Council, ensuring equality among member nations. Such a move would have effectively reduced Earth's power over the CDF by six seats (there were seven Earth nations represented on the Council). Earth countered with the idea for them to take on all seven vacated seats. At present, the debate still rages; for the moment, anyways, Earth's sole official seat on the Council is vacant.

Many of the member nations of the CDA believe that if Earth was to obtain the power over the CDF it wants, it would turn the CDF from peacekeeping to conquest. At present, the CDF as an entity has assumed the stance of a "neutral party", albeit one with close ties to the Self-Determination League (whose members comprise the majority of the Colonial Defense Alliance).

The official central headquarters of the CDA is Hornblower Naval Station in the Sirius system, which in addition to being the headquarters offices of the CDF hosts the meetings and offices of the CDA Oversight Council.

K'Hissh Imperium

Arguably the second most powerful faction after the Colonial Defense Force, the K'Hissh Imperium consists of the entire K'Hissh race, from the Emperor in his palace on Hurr'orr down to the poorest worker on a mining or agricultural colony on the Frontier. While nominally an ally of Colonial Defense Alliance, the K'Hissh are not willing to give up their own sovereignty to non-K'Hissh. The Emperor has stated a policy of neutrality where Human colonies are concerned, but will aid worlds with large non-human populations, particularly those with large K'Hissh populations, in resisting the Unification forces.

Pondrur Free Trade Guilds

The Pondrur Free Trade Guilds are the effective government of the Epsilon Indi system, home of the Pondrur race. The Free Trade Guilds refuse to allow United Earth to gain supremacy over the Sirius Sector, fearing the Human laws which would greatly restrict their ability to conduct cutthroat commerce, and assists many independent colonies by providing weapons and intelligence to all other factions – all at a profit, of course. The Guilds also trade with United Earth, of course; profit is profit, and all is fair in business.

Glrrü Republic

Not long after the Glrrü War, the Republic rose to dominate the Glrrü homeworld. The Glrrü still recall the war which took place in their system, and like the K'Hissh have declared neutrality in the upcoming conflicts. Many in the Glrrü leadership and much of the public support the Self-Determination League's stated goal of

continued independence from Earth.

Psychic Warrior Enclaves

The Knights of Camelot

Headquartered on the planet Camelot in the Eta Cassiopeiae system, a planet noted for being a "non-stop Renaissance Faire" in fashions (from the realistic to the ridiculous), the Knights commonly wield beam sabers (force swords or force glaives) and force shield bracers, embodying the ideals of chivalry updated for the modern era and the use of psychic powers. The Knights swear to serve the king and the cause of chivalry, serving with honor and humility at all times. There are two main branches: the Hospitallers, comprised of the healers, diplomats, and archivists; and the Crusaders, who are more combat oriented who go out into the known galaxy to act as heroes and spread their ideals through noble deeds. Many are known to wear suits of ultra-tech rigid body armor decorated with Camelot's coat of arms. Ranged weapons are frowned upon on Camelot, while a wide range of melee weapons are commonly worn, from vibroblades to beam sabers.

Nayam Kathmandu Temple

Headquartered in the capital city of the colony planet Nayam (New) Nepal orbiting the second star (actually a close-orbiting binary) in the Trivedi (Gliese 421) trinary (quaternary) system in the Alpha Corvi Sector, this was originally intended as a Buddhist temple until many of the locals began to exhibit psychic powers. The Nayam Kathmandu Temple is probably the closest to the ideal of a "Jedi Order"; they also use beam sabers, but see the use of force as a last resort. Most spend their time in meditation or assisting the people of Nayam Nepal and the wider Frontier.

Bear-Skin Tribes

Forget everything you know or think you know about psychic powers needing discipline and concentration; the Bear-Skin Tribes have internalized their power through the *loss* of control! Preferring barely hospitable planets, the Bear-Skin Tribes are known to psych themselves into berserk rages, entering combat with weapons formed from psychic energy that emanate from their hands. They eschew armor, and often clothing entirely save for the bare essentials; their bodies in their berserk rages are hardened so that they've been known to shrug off multiple blaster bolts with barely a slight burn.

The Knights of the Storm

A century and a half or so ago, several Knights of Camelot decided that the best way to serve out on the Frontier was to rule. This led to a civil war in the Order which led to the heretical Knights being pushed into the far reaches of the Frontier. Settling on a world with a tendency for fierce storms, this sect became known as Knights of the Storm, or more commonly Storm Knights. They still desire to rule, and have begun to build an army to conquer their corner of the Frontier. It is only a matter of time until the Knights of Camelot (and other sects) hear of this....

The Unseen

The Unseen originated on the planet Neo-Kyoto in the Nu(2) Lupi system (a G2 star roughly 48 ly from Sol) as a sect of psychic ninjas. Neo-Kyoto was originally settled as an experiment to replicate the ideal samurai period of Japan; the Unseen were formed as a kind of sect to keep the society on track. Ostensibly serving the shogun of Neo-Kyoto, the Unseen have slowly taken over behind the scenes and brook no resistance to their will.

The Splinter Sect

Named after the legendary master, the origins of this sect of psychic ninjas are unknown to those who encounter them. All are known to wear green and wield a variety of melee weapons. They were formed to oppose the Unseen, but have spread across the Frontier to assist wherever possible.

The Underworld

Blackbeard Station

Located in the Ran (nee Epsilon Eridani) system, Blackbeard Station is simultaneously regarded as both a myth and as truth by almost everyone. This pirate haven is one of the most elusive in existence, inhabiting a hollowed-out asteroid whose given location changes on an irregular basis.

(For more information, see *Blackbeard Station*, pages 18-20 *Pyramid #3/94: Spaceships III*. The author of the article and of this document are one and the same, and Blackbeard was originally intended for this setting.)

East Silvermoon Company

Most smuggling operations in known space are small affairs, with the local crime lords moving weapons and illicit drugs such as tobacco and brilliance using tramp freighters owned by various privateers to outrun local militias and break blockades, and rarely using the same privateers on the same routes more than a handful of times (mostly because the privateers move on to other jobs, legal and otherwise).

And then there's the East Silvermoon Company. Officially, the Company operates a large-scale trade network of bulk freighters, hauling massive amounts of cargo between systems. Unofficially, the Company is also the single largest network of smugglers, hiding their illicit cargo almost in plain sight where inspectors won't think to check among the legitimate cargo.

Many in the know state the legitimate trade network pulls in a hundred times the income and profit as their smuggling operations. Despite that, the Company's executives, all of whom are in the know about the smuggling, refuse to cut ties with any of their clients, unless the clients themselves threaten the business.

Outlaw Technology Zone

Some technologies that were developed in the past were never accepted; many through social and political pressure were never fully developed, while others were banned after their invention by numerous governments due to either conservative socioeconomic pressures, religious denouncement, or because they proved to be addictive.

One group of dissidents fled to a station in the Delta Capricorni system in the Fomalhaut Sector, where they declared themselves the Outlaw Technologists. As the Outlaw Technologists were at the time outside anyone's jurisdiction (the Colonial Defense Alliance had yet to be formed), the Outlaw Technologists were treated with an "out of sight, out of mind" mindset by the powers of the Sirius Sector. This proved to be a mistake.

In 2312, the Outlaw Technologists, declaring the entire Fomalhaut Sector as the Outlaw Technology Zone, began a series of military campaigns which brought much of the sector under their control. When word reached the Sirius Sector, several of the nations sent their fleets to the Fomalhaut sector to rein in the Technologists and dismantle the OTZ. They were mainly successful, as the OTZ's technological superiority was countered by the other powers' superior numbers. After several years, the OTZ was believed

dismantled and the leaders killed. (Despite some protests, some but not all of the OTZ's combat technology was studied and normalized.) The OTZ's existence was later used as an example of why the Colonial Defense Alliance was necessary.

That was not the end of the OTZ, however. Several minor leaders of the OTZ fled farther into the Frontier, rebuilding their power base through contacts with pirates and other underworld figures, gaining behind-the-scenes control over a number of mining worlds and automated manufacturing facilities. Since their initial defeat, the OTZ's leadership stopped caring about maintaining a technological edge and have focused mainly on providing weapons and other standard technologies to the underworld. Their primary goal, however, has shifted from control of a sector to disruption of the status quo of the Sirius Sector and the Frontier.

Note to GMs: The OTZ still manages to maintain a slight technological edge over the rest of the setting. "They know everything" should *not* be an understatement by NPCs. Things that are otherwise impossible in the setting, such as real-time interstellar communications and personal cloaking devices, should be available to OTZ operatives; the OTZ will *not* share these technologies with others.

Independents

There are many, many worlds and stations who don't claim allegiance to any of the above factions. Some of these want nothing to do with the Unification movement, others support it wholeheartedly. As yet, however, none of the Unification Independents, as they are colloquially known, have thrown their support behind United Earth, as many of them are located in the Frontier.

Pirates

While technically falling under "independents", pirates are a notable presence among the denizens of the known galaxy. Most pirates are in it for the cash, although with war brewing a number of folks have taken to piracy to support their cause by preying on ships belonging to or supporting the other side.

Pony Express, Inc.

With the advent of faster than light travel, ships often travel faster than their communications relays could transmit information. Faster than light *communications*, on the other hand, have proven extremely unreliable. For a ship to travel the length of the Sirius sector, a forty lightyear distance, would take about a minimum of seven days, with most taking about a month to a month and a half. Even using the fastest communications available, a message traveling the same distance would take twenty *years*! Even to send a

message from Alpha Centauri to Earth, a distance of 4.3 lightyears, would take two years; a small ship can cover the same distance in mere hours.

In order to maintain relations with other colonies and with the mother planets, courier companies were formed. The most famous and successful of these companies takes its name from the network of couriers that used to operate in the American Old West: the Pony Express.

Founded almost immediately after faster than light travel was invented by a few couriers who maintained a route between the various colonies in Sol and Alpha Centauri, Pony Express, Inc. has grown to encompass nearly three thousand ships and almost a million employees. Although they started as a courier service that transported letters between colonists and their families, today Pony Express transports everything from packages to people.

For some reason, most pirates refuse to attack Pony Express ships; some pirates have even come to the aid of Pony Express's ships against renegade pirates and Flayers. (Even for pirates, the mail must go through.)

Flayers

More savage than mere pirates, many along the Frontier don't consider Flayers to be Human. The origins of the Flayers are unknown; many consider them to be the result of hyperspace insanity. The first recorded Flayer attack occurred in 2452.

Flayers dominate a sector of space out past Eta Cassiopeiae. They prey upon ships traveling through their territory, killing or eating all aboard, and occasionally make forays onto planets to raid settlements. Only rarely do they leave anyone alive, and those they do are usually so traumatized they become like Flayers themselves. Furthermore, they are doggedly persistent; once they have you in their sights, only a jump into hyperspace can elude them.

Flayer ships are immediately recognizable. The reactors powering Flayer ships tend to have leaky containment from lack of maintenance, and the ships often have skeletons and blood fused to the hull. The ships keep their viewports open during hyperspace transit.

The governments and militaries of United Earth and the Self-Determination League refuse to admit the existence of the Flayers, despite the evidence from spacers. The Colonial Defense Force, however, has bolstered the fleet serving that sector of space.

For some unknown reason, Flayers do not exhibit violence toward those who are able to shield their minds using either psionics or psychotronic technology. This has led the few anthropologists who dare to study them to suspect that the Flayers are themselves psychic, perhaps unconsciously, and are lashing out in anger at the psychic "noise" generated by others. (Of note, Flayers do not attack Mekkans or droids.)

Campaigns

The Unification Wars

As it currently stands, the Unification Wars between 2500 and 2620 C.E. have *not* been described in any detail; even the final result of this hundred-plus year conflict has been described only in the vaguest of terms. This permits war campaigns set during this time to take a number of forms, and for the gaming group to determine their own winners. And remember: it's the Unification Wars, *plural*, so there is no telling the number of conflicts that take place during that time.

The various campaigns set during the wars can range from fleet

action and starfighter squadrons to battlefields of mecha and mobile infantry to any number of wartime espionage or covert operations.

Inspirations for this type of campaign include *BattleTech*, including the *MechWarrior* games; *Star Wars*, particularly any *Clone Wars* episode focused on the clones, the movie *Rogue One*, or any game or novel with "X-Wing" or "Rogue Squadron" in the title, as well as the parts of the Original Trilogy that *don't* delve into the Force; *Space: Above and Beyond*; and the later seasons of *Star Trek: Deep Space Nine* and *Babylon 5*.

Where No One Has Gone Before

The Frontier starts at a range of 20 lightyears from Sirius, and extends from 50 to 100 lightyears in every direction. Not all of the Frontier is fully explored, and what lies beyond it even less so. The exploration campaign is one where the PCs explore strange new worlds, seek out new life and new civilizations, and boldly go where no one has gone before.

Inspirations include not only *Star Trek* (primarily the Original Series, Animated Series, and *The Next Generation*, along with the early seasons of *Enterprise* and *Strange New Worlds*), but also *Babylon 5: Crusade*.

Outlaws and Bounty Hunters

Inspirations include *The Bad Batch* and *The Mandalorian* (both part of the *Star Wars* franchise), the first *Guardians of the Galaxy*

movie, and *Cowboy Bebop*.

Psychic Warriors and Ninjas

Free Traders

Diplomacy and Intrigue

Inspirations include the early seasons of *Star Trek: Deep Space Nine* and *Babylon 5*, as well as

Mix-and-Match

Chapter 2

Locales of Note

Sirius Sector

Set down by interstellar treaty between Earth and the Pondrur at the conclusion of the Human-Pondrur Wars, and accepted by the K'Hissh Imperium, the Sirius Sector is a vaguely spherical sector of space roughly twenty lightyears in radius centered on the star Sirius, the brightest star in the sector.

Sirius (0 ly)

Not only the established center of the eponymous sector, by extension Sirius is the established center of the explored galaxy. The primary features of the Sirius system are a gas giant (known as Sirius c), an ice giant (Sirius d), and a white dwarf star, Sirius B. As the closest white dwarf to Sol, Sirius B has been extensively studied by Human scientists for more than 350 years.

The primary settlement, if it can truly be called that, is Hornblower Naval Station, a massive space station located in the L4 (leading) Lagrange Point in Sirius B's orbit. Hornblower Station is the headquarters of the Colonial Defense Alliance and its military arm, the Colonial Defense Force. The station – indeed, the entire system – is also considered "neutral ground" for any conflict between the powers in the Sirius Sector; as part of the treaty between the various Earth nations, the K'Hissh Empire, and the Pondrur Free Trade Guilds which established the system as the center of the sector, no battles may be fought in the system.

The only other notable station in the system is the Sirius Stellar Research Station, in orbit around Sirius B.

Sirius A (A1 V):

5 orbits: Sirius c (Large Gas Giant), empty, Sirius d (Medium Gas Giant/Ice Giant), empty, Sirius B

Sirius B (DA2):

0 orbits

Procyon (5.223 ly)

A yellow-white sub-giant with an orbiting white dwarf, Procyon does not possess any habitable planets. However, numerous space stations call the system home, most with a human majority population.

The most prominent station is Nantucket Station, an independent civilian shipyard which hosts an annual (by Earth time) lightsail regatta. The route of the regatta takes it around Procyon B (the white dwarf star); over the last three hundred years, it has become a mark of pride among regatta pilots to skirt the corona of the star in order to use its solar winds most effectively on the outbound portion of the flight.

Procyon A (F5 IV):

Procyon B (DA):

0 orbits

Ran (*K2 V*) (7.85 ly)

Ran (formerly known as Epsilon Eridani) was one of the first systems confirmed by humans to possess planets. That said, the planet Freyja was not known until the system was visited during the Third Space Race at the end of the Human-Pondrur Wars.

Freyja was initially settled as a collection of company towns; the most prominent was New Detroit, which ultimately became the

planet's capital (other cities possess greater land area and/or higher populations, but New Detroit has always been the most prominent). New Detroit, and by extension Freyja, has become the unofficial capital of the Self-Determination League.

Because of its origin as an industrial colony, Ran is home to several manufacturing stations and shipyards. The bulk of the ships, mecha, armor, and armaments in use by the Colonial Defense Force were produced in the Ran system; Ran's own System Defense Force uses much of the same equipment.

Ran is also home to Blackbeard Station, a secret pirate haven nestled inside an abandoned asteroid mine (for more information, see *Blackbeard Station* in *Pyramid #3/94: Spaceships III*, pp. 18-20).

10 orbits:

Sol (*G2 V*) (8.6 ly)

Sol III, better known as Earth (or occasionally Terra), is the homeworld of both the Human species and the genetically engineered Genefel subspecies. Sol IV, Mars, is home to the Martian subspecies of Human, which are adapted to lower gravity worlds. Mars is currently undergoing terraforming, although it will take another 750 years before the process is completed.

Because of the Human propensity to settle pretty much anywhere, Sol is home to thousands of pressure dome settlements and tens of thousands space stations, usually in Stanford Torus or O'Neill Colony cylinder configurations. The most notable of the O'Neill Colony cylinders are Ishtar Station and Ereshkigal Station in the leading and trailing Lagrange points (respectively) of Venus's orbit; Ishtar Station is the adopted "homeworld" of the Genefel subspecies.

To Earth's chagrin, Ishtar Station, Ereshkigal Station, Mars, the Galilean Confederacy (composed of settlements on Jupiter's four largest moons), and the Ring Republic (composed of settlements on Saturn's seven largest moons) are all part of the Self-Determination League, blocking United Earth's intended plans to dominate the rest of the Sol System. This has led to many attempts to influence those governments through propaganda, not to mention bribery and blackmail of public officials.

10 orbits: Mercury (Tiny Rock), Venus (Standard Greenhouse), Earth (Standard Garden), Mars (Small Rock), Asteroid Belt, Jupiter (Large Gas Giant), Saturn (Medium Gas Giant), Uranus (Small Gas Giant), Neptune (Small Gas Giant), Kuiper Belt.

7 dwarf planets: Ceres (Tiny Rock), Pluto (Tiny Ice), Eris (Tiny Ice), Quaoar (Tiny Ice), Haumea (Tiny Ice), Makemake (Tiny Ice), Sedna (Tiny Ice).

Proxima Centauri (*M5e V*) (9.34 ly)

Proxima Centauri, commonly known simply as Proxima, is a red dwarf star which is loosely gravitationally bound to its closest neighbor Alpha Centauri, being 0.2 lightyears from the Alpha Centauri AB pair.

Macpla, formerly named Planet McPlanetface, is the central colony in the Proxima system. Slightly larger than Earth, the planet was initially detected by astronomers in 2013 and confirmed three years later; it was later used as the primary staging area by various

Earth nations in the Proxima system during the Human-Pondrur Wars. Its original name came from an Internet poll on Earth during the early days of the Wars, but was later renamed by a system-wide vote.

Macpla is an uninhabitable rock with a trace atmosphere that is often scoured by solar flares. The planet is tidally locked; most people live in underground cities, most of which are on the far side of the planet from the star.

Officially, Proxima is part of the Alpha Centauri delegation in the Colonial Defense Alliance, which has led to some resentment among colonists. Despite that, Proxima has joined the Self-Determination League as a full member.

7 orbits: Small Rock, Macpla (Standard Rock), [four to be determined], Ice Giant (w/ significant rings)

Alpha Centauri (9.55 ly)

The Alpha Centauri system has three habitable worlds.

Demeter in Alpha Centauri A is a temperate world and the home to the crystalline Sekit.

Alpha Centauri B has two worlds in its comfort zone, although the habitability of both is often disputed despite both being inhabited. Tatooine is a dry arid world on the inner edge of the comfort zone (local lore states that the name beat out "Arrakis" by a handful of votes when discovered in the initial days of the Human-Pondrur Wars), and Hoth is an "ocean" world on the outer edge of the comfort zone that's effectively covered in ice but still manages somehow to have an oxygen atmosphere.

Demeter's northern hemisphere is home to the oldest extrasolar Human colony, a nation sharing the planet's name. This colony nation has a large Pondrur and Sekit population.

Alpha Centauri A (G2 V):

6 orbits: Small Rock, Small Rock, Hades (Standard

Greenhouse), Demeter (Standard Garden), Large Ice, Tiny Rock

Alpha Centauri B (K4 V):

7 orbits: Asteroid Belt, Asteroid Belt, Lucifer (Standard Greenhouse), Tatooine (Standard Garden), Hoth (Standard Ocean), Small Rock, Tiny Rock

40 Eridani (10.98 ly)

Keid (K1e V):

40 Eridani B (DA4 wd):

40 Eridani C (M4.5e V):

Tau Ceti (G8 V) (12.305 ly)

Epsilon Indi (K5e V) (15.3 ly)

Epsilon Indi is the home system of the Pondrur.

82 Eridani (G5 V) (15.784 ly)

61 Cygni (18.96 ly)

The K'Hissh species originated in the 61 Cygni A system, on the planet Hurr'orr (Quetzalcoatl on various older Human star charts).

Hurr'orr is the capital of the K'Hissh Imperium,

61 Cygni A (K5 V):

61 Cygni B (K7 V):

SFT 1321 (19.86 ly)

SFT 1321 A (K7 V):

SFT 1321 B (M0 V):

Tabit (Pi3 Orionis) (F6 V) (20 ly)

The Frontier

The Frontier extends out past the Sirius Sector, from 20 lightyears out from Sirius to between 50 and 100 lightyears, depending on which direction one goes. The Frontier is divided into roughly three dozen sectors, but these sector names only really matter for those traveling between them, and which Colonial Defense Force starbase is considered the "local" headquarters of the force. The sectors are generally named for the most prominent star in the sector; these are not necessarily the *central* star of the sector!

With various exceptions, such as being part of a multiple-star system or a red giant, each star listed is of stellar classification M0 or hotter. Those of classifications in the F, G, and K are generally those with habitable planets, unless part of a binary or trinary system where the companion star(s) is too close to the primary to have a stable orbit inside the comfort zone.

Alpha Corvi Sector

Alpha Corvi

Spectral Type: F0 IV-V (close-orbiting binary, sub-giant)

Comfort Zone: 2.16 AU

Distance from Sol: 48.2 ly

Galactic Coordinates: 14.1, -35.8, 29.0

Notable Locales:

Port Argo (station) - official sector capital

Xihe (HD 101259)

Spectral Type: G7 V

Comfort Zone: 0.7 AU

Distance from Sol: 43.0 ly

Distance from Alpha Corvi: 7.11 ly

Galactic Coordinates: 8.3, -35, 25

Notable Locales:

Sheji - Earth-type planet

New Shanghai - Capital city of Sheji

Zheng He Naval Station - sector CDF HQ

SZ Crateris

SZ Crateris A

Spectral Type: K4 V

Comfort Zone: 0.22 AU

SZ Crateris B

Spectral Type: M V

Comfort Zone: 0.077 AU

Separation from A: 67.1 AU

Distance from Sol: 42.9 ly

Distance from Alpha Corvi: 10.62 ly

Galactic Coordinates: 4.04, -33.7, 26.2

Notable Locales:

Ching Shih (planetoid) - pirate haven

Takeda Star Castle (station) - manufacturing hub, producing droids and mecha

Galactic Coordinates: 18.7, -36.6, 42.9
Notable Locales:

Zorya (Gliese 446)

Spectral Type: G5 V
Comfort Zone: 0.84 AU
Distance from Sol: 58.0 ly
Distance from Alpha Corvi: 11.87 ly
Galactic Coordinates: 15.1, -47.6, 29.4
Notable Locales:

Station GT-25 - manufacturing station in the L5 position of the comfort zone planet, owned by Gray Tangent, a smaller Pondur Free Trade Guild

Trivedi (Gliese 421)

Sarasvati (Gliese 421A)

Spectral Type: K7 V
Comfort Zone: 0.15 AU

Lakshmi (Gliese 421B)

Spectral Type: K7 V (close-orbiting binary)
Comfort Zone: 0.15 AU

Separation from A: 249 AU

Parvati (Gliese 421C)

Spectral Type: M3.5 V
Separation from A-B: 1,368 AU
Distance from Sol: 51.3 ly
Distance from Alpha Corvi: 12.50 ly
Galactic Coordinates: 2.70, -39.7, 32.4

Notable Locales:

Delta Preserve – a nature preserve on Nayam Nepal for restored previously extinct species, specializing in Australia and surrounding areas.

Nayam Nepal – Earth-type planet around Lakshmi

Nayam Kathmandu – capital of Nayam Nepal, home of a Buddhist psychic warrior sect

Gliese 454

Spectral Type: K0 IV (sub-giant)
Comfort Zone: 0.93 AU
Distance from Sol: 42.1 ly
Distance from Alpha Corvi: 12.82 ly
Galactic Coordinates: 6.59, -26.0, 32.4
Notable Locales:

Atum (HIC 55119)

Spectral Type: M0 V
Comfort Zone: 0.18 AU
Distance from Sol: 57.3 ly
Distance from Alpha Corvi: 14.18 ly
Galactic Coordinates: 8.04, -48.7, 29.1
Notable Locales:

Luxor Station – Cultural/Pleasure/Recreation station

Osiris Shipyards – produces freighters, cargo containers, militia fighters, and other

Eta Corvi

Spectral Type: F0 IV (close-orbiting binary, sub-giant)
Comfort Zone: 2.35 AU
Distance from Sol: 59.4 ly
Distance from Alpha Corvi: 14.69 ly

Gliese 543

Spectral Type: K5 V (close-orbiting binary)
Comfort Zone: 0.381 AU
Distance from Sol: 33.23 ly
Distance from Alpha Corvi: 15.18 ly
Galactic Coordinates: 9.215, -26.11, 18.36
Notable Locales:

Robert Planet – formerly Planet Bob

HIC 550066

Spectral Type: K7 V
Comfort Zone: 0.17 AU
Distance from Sol: 57.4 ly
Distance from Alpha Corvi: 17.13 ly
Galactic Coordinates: 1.53, -42.4, 38.6
Notable Locales:

HD 101581

Spectral Type: K5e V
Comfort Zone: 0.33 AU
Distance from Sol: 40.8 ly
Distance from Alpha Corvi: 17.37 ly
Galactic Coordinates: 13.7, -36.7, 11.6
Notable Locales:

Gliese 432

Gliese 432 A

Spectral Type: K0 V
Comfort Zone: 0.567 AU

Gliese 432 B

Spectral Type: M
Separation from A: 133.5 AU

Distance from Sol: 31.11 ly
Distance from Alpha Corvi: 18.6 ly
Galactic Coordinates: 7.367, -26.67, 14.23
Notable Locales:

New Kenora (HD 111261)

New Kenora (HD 111261) A

Spectral Type: K4 V
Comfort Zone: 0.31 AU

New Kenora (HD 111261) B

Spectral Type: K7 V
Comfort Zone: 0.18 AU
Separation from A: 358 AU

Distance from Sol: 64.8 ly
Distance from Alpha Corvi: 18.84 ly
Galactic Coordinates: 27.7, -43.1, 39.7
Notable Locales:

New Florida – a region of low-lying swampland on the third planet around New Kenora B

Kita – a prefecture/city on the second planet around New Kenora A

Gliese 529

Spectral Type: K6 V
Comfort Zone: 0.31 AU

Distance from Sol: 46.3 ly
Distance from Alpha Corvi: 19.21 ly
Galactic Coordinates: 28.2, -22.8, 28.7
Notable Locales:

HIC 66765

Spectral Type: K1 V
Comfort Zone: 0.6 AU
Distance from Sol: 50.9 ly
Distance from Alpha Corvi: 19.34 ly
Galactic Coordinates: 32.1, -32.1, 23.0
Notable Locales:

Arcturus Sector

Eta Boötes (G0 V) (0 ly)

Arcturus (K2pe III) (3.24 ly)

Gliese 505 (5.86 ly)

Gliese 505 A (K1 V):
Gliese 505 B (M1 V):

Gliese 567 (K2 V) (9.06 ly)

Struve 1785 (9.72 ly)

Struve 1785 A (K4 V):
Struve 1785 B (K6 V):

CE Boötes (9.99 ly)

CE Boötes A (M0 V):
CE Boötes B (M0 V):

Beta Comae Berenices (G0 V) (10.64 ly)

Woolley 5920 (M0 V) (13.3 ly)

Gliese 546 (K7 V) (13.66 ly)

Tau Boötis (13.96 ly)

Tau Boötis A (F7 V):
Tau Boötis B (M2 V):

Gliese 448 (M0.5 V) (14.87 ly)

Gliese 481 (K4 V) (15.1 ly)

Xi Boötes (16.54 ly)

Xi Boötis A (G8 V):
Xi Boötis B (K4 V):

Sigma Boötes (F2 V) (17.34 ly)

Porrina (9.99 ly)

Porrina A (F0 V):
Porrina B (F0 V):

Gliese 538 (G8 V) (18.23 ly)

Gamma Serpentis (F6 V) (18.48 ly)

Beta Canum Venaticorum (G0 V) (18.51 ly)

Lambda Serpentis (G0 V) (19.11 ly)

Denebola (A3 V) (19.15 ly)

HD 118926 (K7 V) (19.6 ly)

Gliese 572 (M0 V) (19.69 ly)

HD 128311 (K0 V) (19.92 ly)

Cassiopeiae Sector

Fomalhaut Sector

Gemini Sector

Vega Sector

Vega (A0) (25.3 ly)

Virgo Sector

Beyond the Frontier

Out past the Frontier, the galaxy has not been all that well mapped. Unmanned probes and CDF exploration vessels constantly travel past the Frontier, and many "lost" colonies pop up and disappear almost on a monthly basis.

Notable Locations

Blackbeard – A pirate haven nestled in an abandoned asteroid mining base in the Ran system. The precise coordinates are unknown to the general public or the CDF; however, the location is available on a number of private systems, which are constantly being updated. Some believe that the location changes every so often due to Blackbeard's engineers having installed a hyperdrive somewhere in the asteroid.

Camelot – This colony in the Eta Cassiopeiae system greatly resembles a non-stop Renaissance Faire, right down to the fashions. The residents there have taken to talking in a garbled variant of Middle English derived from the works of Geoffrey Chaucer and William Shakespeare, full of misused words intended to sound fancy. Firearms and energy weapons are discouraged, but all sorts of melee weapons, including beam

sabers and blasters, are prominent and worn openly. Provisional non-voting member of the CDA; part of the Self-Determination League.

Demeter – The homeworld of the crystalline Sekit, Demeter is now a thriving independent human world, with the Crystal Forest on the southern continent being home to a treasure trove of silicon-based life. Demeter has two moons, named Kore and Persephone. Full-fledged member of the Self-Determination League, and shares CDA membership with Tatoonine.

Freyja – An industrial colony in the Ran system, the capital city of New Detroit was originally settled as a company town run by General Motors Corporation. Freyja is the leading manufacturer of civilian and military spacecraft and after-market modification parts. New Detroit is the unofficial capital of the Self-Determination League.

Hurr'orr – Also known on Human star charts as *Quetzalcoatl*, this planet in the 61 Cygni A system is the homeworld of the K'Hissh.

Ishtar Station – An O'Neill Colony located in the L5 (trailing) Lagrange Point of Venus, this station is known for its large Genefel population.

Okeana – Originally settled by ethnic Hawaiians and Polynesians seeking a place to live in the "old ways" without incident, this is the third planet in the 82 Eridani system. Unlike other planets in comfort zones, this fairly young (geologically speaking) planet is covered with a water ocean with a number of small volcanic islands dotting one side of the southern hemisphere. The

residents currently live in small villages on the islands. It has a thriving tourist industry as well as a very successful seafood export industry. Several formerly extinct ocean species have been reclaimed and currently thrive in its oceans, competing or occasionally forming symbiotic relationships with native species.

Tatoonine – This planet, the third in the Alpha Centauri B system, has a hot climate with an average surface temperature of 323°K (122°F/50°C) and a low-oxygen atmosphere. When first discovered by humans, the resemblance to the famous fictional desert world from the *Star Wars* trilogies was too great to be overlooked. (The name beat out "Arrakis" by a handful of votes in a half dozen recounts.) Full-fledged member of the Self-Determination League, and shares CDA membership with Demeter.

Valeria – Originally just an agricultural planet in the Omicron(2) Eridani system, with carbon-based megafauna that has proven edible by both Humans and K'Hissh, Valeria has also begun mining operations of iron, titanium, and aluminum. Full-fledged member of both the Colonial Defense Alliance and the Self-Determination League.

Xanadu – The first and most prominent colony on Saturn's moon of Titan, Xanadu began as an ethane and methane mining colony. Recently, it has become the focus of the Anti-Unification cause; Xanadu's leaders have stated that they would rather stay independent than once again come under Earth's control.

Sol System

Ishtar Station

Species Demographics: 51% Genefel, 48% baseline Human, 0.8% Martian or Belter, 0.2% other species.

Government: Athenian Democracy; Sanctuary, unofficial Matriarchy.

Religions: None official; Christianity, Islam, Hinduism, Buddhism, Discordianism, and Vodoun all have large segments of the population as adherents.

Languages: Ishtarian, English, German, Arabic.

Imports: Raw materials, electronics.

Exports: Manufactured goods, illicit substances.

Leader:

Ishtar Station is one of the two largest O'Neill Colony stations in the Sol system (the other being Ereshkigal Station), one of several in Lagrange Points throughout the system. It is "parked" in the leading (L4) Lagrange Point of Venus's orbit, and shares a military with Ereshkigal Station, which is "parked" in the trailing (L5) Lagrange Point of the same orbit.

As an O'Neill Colony, the station consists of a fifty mile long central cylinder around five miles in diameter which rotates along its lengthwise axis, providing gravity via centrifugal force, and a large array of solar panels aimed at Sol in order to provide power. The outer layer of the central cylinder is home to vast fields of farmland; "above" the farms, slightly inward and possessing around one Earth gravity, sits the residential layer. A refinery which turns organic waste into petroleum, with natural gas and water as side effects, takes up a large portion of the station's rear section. Closer to the residential areas is the manufacturing facilities, near the sections for docking bulk freighters.

Ishtar Station was originally built during the initial surge of colonization during the Second Space Race in the middle of the 21st Century as a joint venture between the European Union and the United Arab Emirates. The station was originally intended to be a solar research station, but quickly became one of the more efficient manufacturing stations in the system. When the Genefel Rebellion happened in the late 21st Century, Ishtar Station effectively became a haven for Genefel pirates and freedom fighters while officially declaring neutrality, giving refuge to any and all Genefels who were seeking a place to live, eventually becoming the Genefels' adopted "homeworld".

Since then, the population and culture of Ishtar Station has been heavily influenced by the Genefels who claimed it as a home; during the last census, Genefels accounted for more than half the station's population. The station remains a haven for pirates operating in the Sol System and the greater Sirius Sector, and the only place it has signed an extradition treaty with is the neighboring Ereshkigal Station; during the Human-Pondrur Wars, Ishtar and Ereshkigal formed a joint defense force to patrol the area between them and Venus, which they maintain to this day.

Ishtar is currently facing two major problems.

The first is that the station itself is nearing the end of its expected five hundred year service life, requiring a replacement station to be built; because of its reputation for being a pirate haven, several other Sol system powers are refusing to provide aid in building the replacement station unless Ishtar agrees to tighten its security against pirates and smugglers. Since the super-majority of the station's

Ishtar Station, 2500 C.E.



Population: 60 million (Search +3)

Physical and Magical Environment

Terrain: Sealed (Orbital).

Appearance: Beautiful.

Hygiene: +2

No Mana (No Enchantment)

Culture and Economy

Languages: Ishtarian, English, German, Arabic. **Literacy:** Native.

TL: 11^

Wealth: Average

Status: -1 to +3

Political Environment

Government: Athenian Democracy.

CR: 3 (Corruption 0)

Military Resources: \$9.72B

Defense Bonus: +14

Notes

Ishtarian, the official language, grew out of a creole of German and Arabic, both of which are still spoken on the station as well. English is spoken by many of the elite and those with business elsewhere.

Ishtar and Ereshkigal Station share their military might, which is composed primarily of smaller second-hand ships and starfighters.

inhabitants are *proud* of their pirate history, this has resulted in much hissing across the negotiation table by the Ishtar delegates.

The second major problem comes from United Earth, which has been rattling their sabers about bringing the entire Sol system (and eventually the Sirius Sector) under their control. Ishtar Station was a founding member of the Self-Determination League, whose stated intent is to oppose Earth's imperialistic concerns; however, many fear that Ishtar will be Earth's first target.

Ereshkigal Station

Species Demographics: 74% baseline Human, 25% Genefel, 0.8% Martian or Belter, 0.2% other species.

Government: Athenian Democracy.

Religions: None official; Christianity, Islam, Hinduism, Buddhism, Discordianism, and Vodoun all have large segments of the population as adherents.

Languages: Ishtarian, English, German, Arabic.

Imports: Raw materials, electronics.

Exports: Manufactured goods.

Leader:

Ereshkigal Station is one of the two largest O'Neill Colony stations in the Sol system (the other being Ishtar Station), one of several in Lagrange Points throughout the system. It is "parked" in the trailing (L5) Lagrange Point of Venus's orbit, and shares a military with Ishtar Station, which is "parked" in the leading (L4) Lagrange Point of the same orbit.

As an O'Neill Colony, the station consists of a fifty mile long central cylinder around five miles in diameter which rotates along its lengthwise axis, providing gravity via centrifugal force, and a large array of solar panels aimed at Sol in order to provide power. The outer layer of the central cylinder is home to vast fields of farmland; "above" the farms, slightly inward and possessing around one Earth gravity, sits the residential layer. A refinery which turns organic waste into petroleum, with natural gas and water as side effects, takes up a large portion of the station's rear section. Closer to the residential areas is the manufacturing facilities, near the sections for docking bulk freighters.

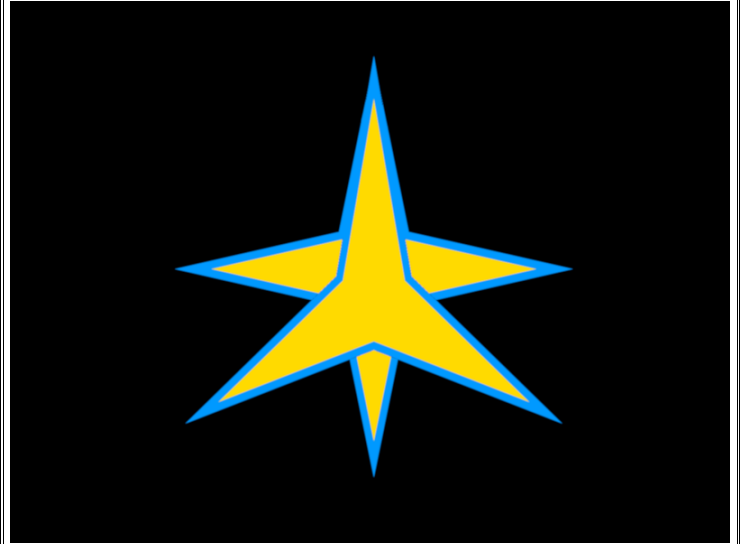
Ereshkigal Station was originally built during the initial surge of colonization during the Second Space Race in the middle of the 21st Century as a joint venture between the European Union and the United Arab Emirates. The station was originally intended to be a solar research station, but quickly became one of the more efficient manufacturing stations in the system.

Ereshkigal is currently facing two major problems.

The first is that the station itself is nearing the end of its expected five hundred year service life, requiring a replacement station to be built. Ereshkigal's long-time alliance with Ishtar is a major sticking point with the other powers of the Sol System; United Earth has claimed they will not assist in rebuilding Ereshkigal until they break off their defense alliance with Ishtar.

The second major problem comes from United Earth, which has been rattling their sabers about bringing the entire Sol system (and eventually the Sirius Sector) under their control. Ereshkigal Station was a founding member of the Self-Determination League, whose stated intent is to oppose Earth's imperialistic concerns; however, many fear that Ishtar will be Earth's first target, which due to their centuries-long alliance Ereshkigal will likely be among the first to come to Ishtar's assistance.

Ereshkigal Station, 2500 C.E.



Population: 60 million (Search +3)

Physical and Magical Environment

Terrain: Sealed (Orbital).

Appearance: Beautiful.

Hygiene: +2

No Mana (No Enchantment)

Culture and Economy

Languages: Ishtarian, English, German, Arabic. **Literacy:** Native.

TL: 11[^]

Wealth: Average

Status: -1 to +3

Political Environment

Government: Athenian Democracy.

CR: 3 (Corruption 0)

Military Resources: \$9.72B

Defense Bonus: +14

Notes

Ishtarian, the official language, grew out of a creole of German and Arabic, both of which are still spoken on the station as well. English is spoken by many of the elite and those with business elsewhere.

Ishtar and Ereshkigal Station share their military might, which is composed primarily of smaller second-hand ships and starfighters. This effectively doubles the listed Military Resources.

United Earth

Species Demographics: 58% Human, 40% Martian (most on Luna), 1.8% Genefel, 0.2% other species.

Government: Representative Democracy; Bureaucracy with ruling Oligarchy.

Religions: None official; Christianity, Islam, Hinduism, Buddhism, Taoism, and Discordianism all have large segments of the population as adherents.

Languages: English, Mandarin, Hindi, Spanish, French, Arabic, Bengali, Russian, Portuguese, Cantonese, Urdu, Indonesian, German, Japanese, hundreds of others.

Imports:

Exports:

Leader:

Earth is the homeworld of the Human species. Luna, its only major satellite, was initially colonized by India in the early-mid 21st Century, triggering what became known as the Second Space Race.

After fifty years of warfare and shifting alliances, in 2500 C.E. the dust settled with the United Nations ultimately forcing the major powers – the United States, European Union, Russia, China, India, Arabian Empire, Japan, Brazil, Argentina, and the African Union – to accept the UN's overall leadership, reorganizing into a United Earth for the first time in history. Luna was forced to join United Earth after a brief blockade action.

Since then, United Earth has begun making noises about bringing the rest of the Sol System – and eventually the entire Sirius Sector – under their control. The formation of the Self-Determination League to oppose this idea has given Earth's war hawks pause, but only encouraged them to build up and reorganize Earth's military to better facilitate the Unification Wars they see as inevitable.

United Earth, 2500 C.E.



Total Land Area: 71.9 million square miles (Earth and Luna combined).

Realm Value Size: +25 (Earth plus Luna)

Resource Points:

TL: 11^

Cultural Traits: None.

Realm Inhabitant Racial Traits: None.

Population: 20.6 billion.

Citizen Loyalty:

Infrastructure Rating:

Control Rating:

Conformity Rating:

Openness Rating:

Government Type:

Economy Type:

Defense Bonus and Terrain:

Education Rating:

Management Skill (+%):

Habitability:

Reaction Time Modifier:

Realm Enhancements (+%):

Realm Limitations (-%):

Social Resonance:

Patron Value:

Military Resources:

Revenue:

Starting Revenue:

Inhabitants' Status:

Inhabitants' Wealth:

Notes:

League of Free Martian Colonies

Species Demographics: 98% Martian, 1.6% other Human subspecies, 0.4% other species.

Government: Representative Democracy;

Religions: None official; Christianity, Islam, Hinduism, Buddhism, Taoism. Discordianism, Vodoun, and Jedi all have large segments of the population as adherents.

Languages: Martian Colony Swahili, English.

Imports:

Exports:

Leader:

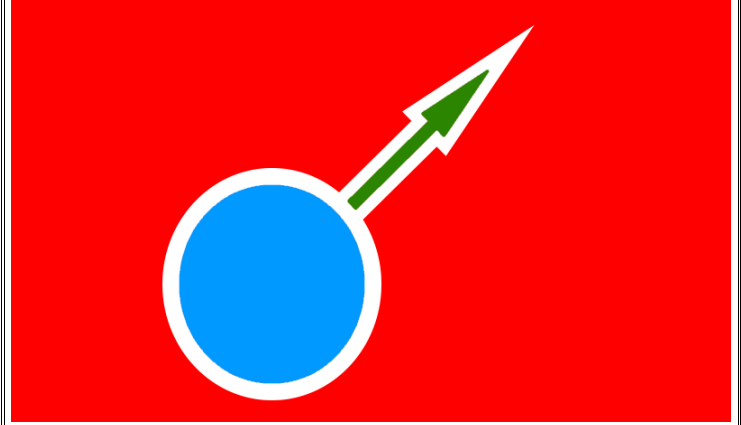
Mars was first colonized in the early-middle 21st Century. The first colony was founded by one of the billionaires of the era; however, he cut corners wherever he could, and the colonists died due to either exposure to cosmic rays from sub-standard domes or to the failure of various environmental pressure systems. This billionaire has since gained infamy among Martians as "The Great Pretender", and is burned in effigy every Martian year.

The next colonization effort, funded by the European Union and Japan, proved more successful. Other colonies soon followed, from nearly every space-capable nation and several that negotiated for passage and technical expertise in exchange for favors on Earth. It quickly became apparent that the Martian colonies had to cooperate rather than compete. During the early days of the Human-Pondrur Wars, most of the colonies declared independence from their original nations.

Not long after their declarations of independence, the colonies formed a planet-wide nation, the League of Free Martian Colonies, more commonly called the Martian League; most folks consider the Martian League and Mars the planet as synonymous.

Mars is a founding member of the Self-Determination League to counter United Earth's ambitions. To Earth's chagrin, many of the manufacturing facilities used to build many of the starfighters and mecha in Earth's arsenal during the last half century are controlled by Martian companies, meaning that Mars and the other Self-Determination League members have access to those same designs.

Martian League, 2500 C.E.



Total Area: 55.74 million square miles

Realm Value Size: +24

Resource Points:

TL: 11^

Cultural Traits:

Realm Inhabitant Racial Traits:

Population:

Citizen Loyalty:

Infrastructure Rating:

Control Rating:

Conformity Rating:

Openness Rating:

Government Type:

Economy Type:

Defense Bonus and Terrain:

Education Rating:

Management Skill (+%):

Habitability:

Reaction Time Modifier:

Realm Enhancements (+%):

Realm Limitations (-%):

Social Resonance:

Patron Value:

Military Resources:

Revenue:

Starting Revenue:

Inhabitants' Status:

Inhabitants' Wealth:

Notes:

Galilean Confederacy

Species Demographics: 98% Martian, 1.4% Belter, 0.4% other Human subspecies, 0.2% other species.

Government:

Religions:

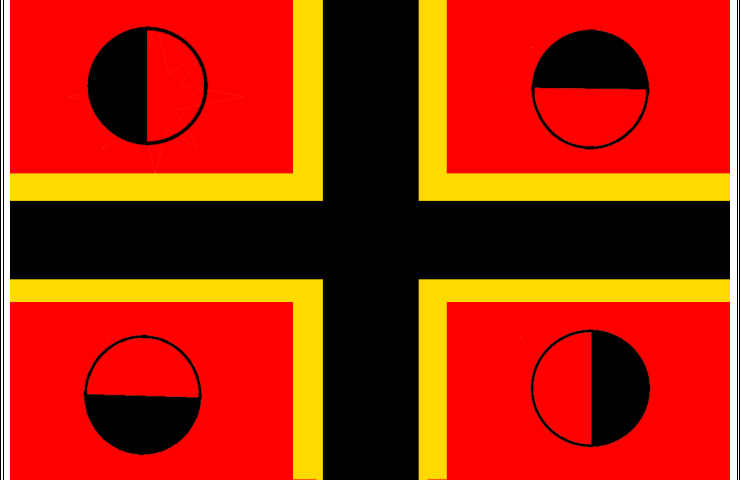
Languages:

Imports:

Exports:

Leader:

Galilean Confederacy, 2500 C.E.



Total Area: 89.9 million square miles

Realm Value Size: +26

Resource Points:

TL: 11[^]

Cultural Traits:

Realm Inhabitant Racial Traits:

Population:

Citizen Loyalty:

Infrastructure Rating:

Control Rating:

Conformity Rating:

Openness Rating:

Government Type:

Economy Type:

Defense Bonus and Terrain:

Education Rating:

Management Skill (+%):

Habitability:

Reaction Time Modifier:

Realm Enhancements (+%):

Realm Limitations (-%):

Social Resonance:

Patron Value:

Military Resources:

Revenue:

Starting Revenue:

Inhabitants' Status:

Inhabitants' Wealth:

Notes:

Ring Republic

Species Demographics: 98% Martian, 1.4% Belter, 0.4% other species, 0.2% other Human subspecies.

Government:

Religions:

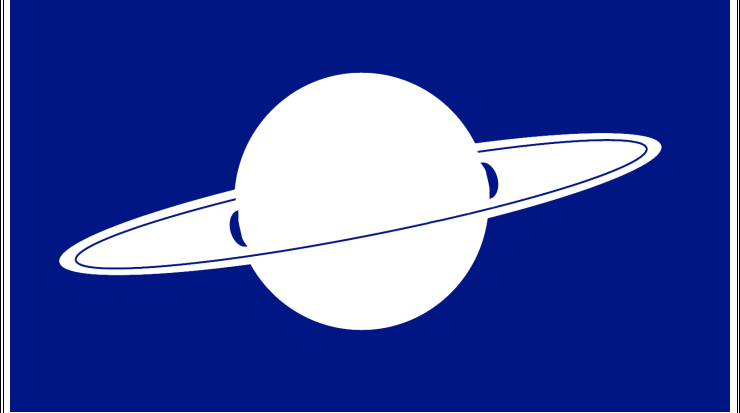
Languages:

Imports:

Exports:

Leader:

Ring Republic, 2500 C.E.



Total Area: 12 million square miles

Realm Value Size: +22

Resource Points:

TL: 11[^]

Cultural Traits:

Realm Inhabitant Racial Traits:

Population:

Citizen Loyalty:

Infrastructure Rating:

Control Rating:

Conformity Rating:

Openness Rating:

Government Type:

Economy Type:

Defense Bonus and Terrain:

Education Rating:

Management Skill (+%):

Habitability:

Reaction Time Modifier:

Realm Enhancements (+%):

Realm Limitations (-%):

Social Resonance:

Patron Value:

Military Resources:

Revenue:

Starting Revenue:

Inhabitants' Status:

Inhabitants' Wealth:

Notes:

Chapter 3

Character Information

Social Traits

Languages

The following languages are common or unique to the setting:

Arabian – The language used by colonies founded by the Arabian Empire.

Cantonese – The Chinese language used by colonies whose populace are descended from southern China.

Cyborian – The native language of the Mekkans.

DroidSpeak – A high-speed language used by all robot models for communicating with all manner of computer systems and each other. Can be learned by Mekkans and Sekit, and understood but not replicated by all other races. Has no written form.

English – The language used by colonies founded by the United States of America, the United Kingdom, Canada, or Australia.

German – The primary language used by colonies founded by the European Union.

Glrriish – The language of the dominant Glrri nation.

Hindi – The primary language used by colonies founded by India.

Japanese – The primary language used by colonies founded by Japan.

K'Hissh'ta – The primary language of the K'Hissh; it is a growling language lacking "explosive-lip" sounds (like the letters "B" and "P"). Non-K'Hissh *are* able to learn to speak it. The script is rather jagged, appearing to be based off claw marks.

K'Hissh Battle Language – The other language of the K'Hissh, used solely by the *torrack* warrior class; due to having different linguistic roots, even those fluent in K'Hissh'ta are unable to understand the K'Hissh Battle Language. (The most common battlecry, "krissh'kaa!", which translates into a concept similar to "lunch!", is believed to be a loanword from K'Hissh'ta.)

Kronan – The native language of the Kronaks.

Mandarin – The Chinese language used by colonies whose populace is descended from northern China.

Martian Colony Swahili – The official language of Mars. It has no actual relation to Swahili, being artificially constructed by 21st Century Martian linguists and named after a reference in an Isaac Asimov short story from the 1950s.

Pondrurite – The native language of the Pondrur.

Russian – The primary language of those colonies founded by Russia.

Sekitian – The native language of the Sekit.

Spanish – The primary language used by those colonies founded by Mexico, Argentina, or other Latin American countries (with the exception of those founded by Brazil, who speak Portuguese). Also occasionally found as a common second language in colonies that primarily speak English or German.

Sslithian – The native language of the Sslith; like K'Hissh'ta, lacks explosive lip sounds. Has no native written form, but there is a movement among the Sslith to adopt the Norse Futhark Runic script.

Trade Pidgin – A rough amalgam of several languages used as a kind of trade language among the space ways. This is perhaps the closest to a "Common" language in the Sirius and surrounding sectors. The maximum level for this language is Accented in both spoken and written, but it can default from nearly every language

(except for DroidSpeak, K'Hissh Battle Language, Kronan, and Sslithian at Broken proficiency.)

Cultural Familiarities

Some would argue that each world, colony, and space station is its own culture. In practice, however, there are more similarities than differences between colonies and stations founded by the same nation. PCs are encouraged to come up with cultures of their own, and should indicate which nation(s) founded the colony. In addition, each of the alien races has their own Cultural Familiarity. In all cases, Cultures cost 1 point each; none are truly *alien* enough to warrant an increase to 2 points.

The standard Human cultures of Western, Latin American, Eastern European, East Asian, Middle Eastern, Indian, Central Asian, and Sub-Saharan Africa should suffice for Human cultures either from or based on those of Earth. Many of the space stations in the Sirius Sector and colonies in the Frontier are predominately one of those CFs; many of the colony worlds in the Sirius Sector are either multicultural or have developed their own cultures as a result of intermingling of cultures, human and alien.

Tech Level

For the majority of the known galaxy, particularly the Sol, Gemini, and Vega sectors, the most common tech level is TL 11, with the standard space opera superscience options and lacking in nanotechnology. Some planets, more rarely colony stations, have adapted to or voluntarily adopted lower-TL conditions.

Wealth

Because of the TL, starting cash from Average Wealth is \$75,000. Most characters will presumably have 50% to 80% of their wealth set aside for mundane sundries (a "settled" lifestyle, even if the "settled" part is a cabin on a starship). If using *Abstract Wealth* from *Pyramid #3/44: Alternate GURPS II*, the threshold value for Average Wealth is \$1,000. It is not recommended to buy Wealth above Very Wealthy (30 points in either standard or *Abstract Wealth*) to start for most characters.

Doing the math from the *Basic Set's* numbers, it becomes apparent that someone at TL11 with an Average Wealth can support a fairly high Status. Even *Poor* Wealth lets one support a *Status +1* lifestyle, which would be akin to a modern day person earning minimum wage while living debt-free in a luxury condo with plenty of spending money. Because of this, in order to represent the idea that folks can live in abject poverty even at higher tech levels, additional negative levels of Wealth are appropriate:

Very Poor: Your starting wealth and expected income is only 1/20 that of the average for your society. In the Ventureverse, this ironically supports an average Status 0 lifestyle. *-20 points*.

Abject Poverty: Your starting wealth and expected income is only 1/100 that of the average for your society. In the Ventureverse, this supports a Status -1 lifestyle. *-25 points*.

Dead Broke: As written in the *Basic Set*, p. 25, with a change in price. *-30 points*.

Advantages

Allies (pp. B36-38)

PCs (that are not droids themselves) may take any droids they own as Allies. Many droid Allies have the Minion (+50%) enhancement, but this is *not* an absolute (Artoo was definitely *not* a "Minion" where Luke was concerned, in the *Star Wars* Original Trilogy).

Compartmentalized Mind (p. B43)

Many psychics train themselves to split their concentration in order to use, control, and/or maintain multiple psychic powers at once. This is typically built as Compartmentalized Mind (Mentalism, -10%; No Mental Separation, -20%) [35/level]; the modifiers are detailed in *Psionic Powers*, pp. 13-14. GMs are encouraged to limit this build to a maximum of two levels.

Damage Resistance (p. B47)

Innate DR, particularly DR from psionic (generally Psychokinetic or Psychometabolic powers), is calculated differently in the Ventureverse. Look up the level of DR under the Size column of the *Size and Speed/Range Table* (p. B550), and read the Linear Measurement column as the actual DR involved; for example, 1 level of DR is effectively DR 3, and 12 levels of DR are effectively DR 200.

This change applies *solely* to DR gained from racial packages and psionic powers; DR from armor and vehicles are unchanged (the change is meant to balance the DR bought as psionics with the DR from armor). GMs are encouraged to set a cap for DR gained in this manner.

Each level of DR remains 5 points before modifiers.

Regrowth (p. B80)

This trait is only available in racial packages. However, it has been repriced to *10 points* rather than the standard 40 points, owing to its rarity and lack of usefulness unless paired with Regeneration.

Resistant (pp. B80-81)

Hyperspace Sickness from the stresses placed on one's body due to the transit in hyperspace is considered a Rare condition, for 5 points. It is also covered under Environmental Syndromes, a 10-point Resistance which also covers space sickness, decompression sickness (the bends), acceleration, and altitude sickness. A normal human may be Immune to Hyperspace Sickness [5], or be Resistant to Environmental Syndromes, at either (+3) [3] or (+8) [5].

(These are in addition to the various Resistances in the *Basic Set*.)

Signature Gear (p. B85)

Each level of Signature Gear gives you \$37,500 to put towards your notable gear.

Forbidden Advantages:

The following Advantages are inappropriate for the setting and *cannot* be taken by any character for *any* reason: Channeling, Chronolocation, Destiny, Dominance, Growth, Illuminated, Insubstantiality, Jumper, Magery, Magic Resistance, Mana Damper, Mana Enhancer, Medium, Oracle, Power Investiture, Reawakened, Shrinking, Snatcher, Spirit Empathy, Super Luck, Temporal Inertia, Terror, True Faith, Warp, and Wild Talent.

Most advantages not on this list that are marked as either Exotic or Paranormal that are not part of a racial package may only be taken as part of a psionic power, cybernetic system, or bionic prosthesis.

Disadvantages

Addiction (p. B122)

The following addictive drugs are common:

Andric Spice: This particular drug is actually mined on a number of worlds, primarily asteroids, in space controlled by the Ponder Free Trade Guilds. It grants its user Enhanced Time Sense for HT×5 minutes, but also gives Impulsive, Overconfidence, and On the Edge, all at a control rating of 9, and Short Attention Span for the same duration; the crash afterward forces the user to spend 10 FP, which cannot be restored – even through rest – for 20-HT minutes. Very expensive, totally addictive, and illegal. -20 points.

Brilliance: A chemical solution, usually mixed with a beverage, which can increase stamina while its effects last (+5 FP; lasts for HT×5 minutes). The crash reverses the effect (-5 FP; lasts for 20-HT minutes). Expensive, highly addictive, and illegal. -15 points.

Cocaine: This white powder, usually inhaled through the nose, is a powerful stimulant. It is expensive, illegal, and highly addictive. -15 points.

Heroin: This opiate, usually injected, is a powerful hallucinogen. Very expensive, totally addictive, and illegal. -20 points.

Tobacco: Puritanical laws and station sanitation regulations have effectively outlawed the smoking of tobacco products. Therefore, tobacco as an addiction is now -10 points, due to being illegal.

Code of Honor (p. B127)

Of the various codes of honor in the *Basic Set*, the following are suitable for the setting: Pirate's, Professional, Gentleman's, and Soldier's. The codes of Xia and Bushido from *Martial Arts* are also viable in the setting. In addition, there are a few additional codes of honor in the setting:

Code of Honor (Bounty Hunter's): Respect the hunt, and bring your quarry in alive whenever possible. Do not attack other bounty hunters who are tracking the same target as you are. Work with the local authorities whenever possible. -5 points. (This is essentially Code of Honor (Professional) for the bounty hunting profession.)

Code of Honor (Gre'thak): Specifically for the warrior class of the K'Hissh Imperium. Never break your sworn word. Respond to any threat or insult to your *vok'hrroska* or the K'Hissh'ran. Follow the proper rules when challenged to a duel. Never give in to your savage instincts in any situation where doing so would harm your family, your *vok'hrroska*, or the K'Hissh'ran. -15 points.

Code of Honor (Mercenary's): Always honor the letter of the contract. Never betray your employer while in his employ, even if offered more by the opposition. Follow the rules of war, especially in regard to unarmed civilians. Treat a skilled enemy with respect. -10 points.

Hyperspace Sickness

-10 points

A common variation of Space Sickness (p. B156). You are utterly miserable during hyperspace transit. You are at -4 on your HT roll to avoid the adverse effects of hyperspace – and if you fail, the only way to recover is to emerge from hyperspace into RealSpace. Note that you may learn Navigation (Hyperspace) and any number of Piloting or Shiphandling skills for craft that move through hyperspace; you just won't be able to *use* those skills during a hyperspace transit.

Low TL (p. B22)

Not every colony world or station is at the full TL 11. Many colonies on the frontier, particularly those settled by sleeper ships, were settled before the Sirius Sector reached TL 11 or are so far out that regular contact has yet to be made. Many others voluntarily decided to limit themselves to lower levels of technology, either for political or religious reasons, or because they only had the means to

maintain the lower level of technology by themselves. As such, any level of Low TL is available, within the disadvantage limit set by the GM and common sense – TL 3 (medieval) or TL 4 (Renaissance/Age of Sail) may be plausible on a number of worlds, and at least one alien race (the Kronaks) has only achieved TL 2 (Iron Age), but **no** world has regressed all the way back to TL 0 (Stone Age). This disadvantage may be bought off in the usual manner for individual PCs; attempting to raise the TL of a colony world that *wants* to stay primitive is likely to have the PCs involved lynched, and possibly killed.

Forbidden Disadvantages:

The following Disadvantages are inappropriate for the setting and *cannot* be taken by any character for any reason: Bestial, Cursed, Destiny, Divine Curse, Draining, Dread, Frightens Animals, Infectious Attack, Lifebane, Magic Susceptibility, Mundane Background, Revulsion, Supernatural Features, Timesickness, Uncontrollable Appetite, and Weirdness Magnet.

Skills

Animal Handling† (p. B175), Riding† (p. B217), and Teamster (p. B225)

A few specialties specific to the setting are:

Dewback: One of the planets orbiting Alpha Centauri B was named "Tatooine" upon its discovery due to its hot climate and the presence of large synapsids which are easily domesticated as pack and riding animals. These animals have been exported to a number of worlds, including Earth.

Theropod: Any bipedal animal resembling a theropod dinosaur, usually found on worlds settled by the K'Hissh.

Astrobatics (DX/H)

Prerequisites: Free Fall-12.

Defaults: Acrobatics-6, Aerobatics-2, Aquabatics-4.

This is the zero-G version of Acrobatics. Perfect Balance gives no benefit, but 3D Spatial Sense gives a +2 bonus.

Beam Weapons† (p. B179)

The *Projector* specialty in the Basic Set does not exist in the Ventureverse (a Technique or Perk to cover cone attacks will be forthcoming in the future).

Two new specialties are available:

Squad Support Weapon (SSW): Any beam weapon, usually set to automatic fire, designed to be used on either a bipod or tripod but can be fired when held by the hip, often serving the same purpose as a light or general-purpose machine gun. Defaults to Beam Weapons (Rifle) at -2, and all other Beam Weapons specialties at -4.

Wrist Gun: Any wrist-mounted beam weapon. Defaults to Beam Weapons (Pistol) and Guns (Wrist Gun) at -2, and all other Beam Weapons specialties at -4.

Driving/TL† (p. B188)

One new specialty is available:

Hovercycle: A one- or two-man hovercraft modeled after a motorcycle which uses either ducted fans or contragravity to lift it off the ground by up to three feet (1 yard/1 meter). Defaults to Driving (Motorcycle)-3 and Driving (Hovercraft)-4; in addition, Driving (Motorcycle) defaults to Driving (Hovercycle) at -3, while Driving (Hovercraft) defaults to Driving (Hovercycle) at -4.

In addition, off-road all-terrain vehicles that use a handlebar control mechanism use the *Motorcycle* specialty; this includes three- and four-wheel ATVs as well as one- and two-person halftrack snowmobiles, despite the fact the latter would normally be handled by *Halftrack*; familiarity penalties should always apply.

Force Saber (DX/A)

Defaults: Force Sword-3, Rapier-3, Saber-3, or Smallsword-3. Force Sword, Rapier, Saber, and Smallsword also default from Force Saber at -3.

This is the skill of using a force sword as a fencing sword.

Force Staff (DX/A)

Defaults: Force Sword-3, Polearm-4, Spear-4, Staff-4, or DX-5. Defaults with Force Sword, Polearm, Spear, and Staff are reciprocal.

This skill is used with both force swords that have energy blades coming from both ends of the hilt, and any single-bladed energy blade with a long pole hilt that's held like a staff, spear, or polearm, typically with two hands.

Guns† (p. B198-199)

One new specialty is available:

Wrist Gun: Any gun which mounts on a user's wrist, regardless of whether it fires bullets, gyrojet rockets, shotgun shells, or grenades. Defaults to Guns (Pistol) and Beam Weapons (Wrist Gun) at -2, and all other Guns specialties at -4.

The other three Guns specialties that will be used are *Pistol* (including one-handed weapons that were previously handled with Grenade Launcher, Gyroc, and Submachine Gun), *Longarm* (combining Rifle, Musket, and Shotgun, along with two-handed weapons that were previously handled with Grenade Launcher, Gyroc, and Submachine Gun), and *LAW (Light Anti-Armor Weapons)*.

Heraldry† (p. B199)

In this setting, you *must* specialize when taking Heraldry. The following specialties are available; others may depend on the GM. All default to each other at -2.

Business Logos: Hundreds if not thousands of business logos are

present everywhere. Some are well-known, such as McDonald's "golden arches" or Pony Express's "galloping horse"; others are not as well-known. Defaults to Current Affairs (Business)-3.

Government Seals: All governments like to identify themselves with all sorts of logos, from flags to seals which are essentially a coat of arms for the government or agency. Defaults to Current Affairs (Headline News)-3.

Ship Insignias: Like governments, a lot of militaries, mercenary companies, and pirate organizations decorate their craft with all manner of insignia to identify themselves. It must be noted that many corporations also mark their ships with their business logos (see above).

Piloting† (p. B214)

The *Contragravity* specialty as written is too generalized for the various designs in this setting. As such, the larger, slower contragravity vessels use the *Heavy Airplane* specialty, while the smaller ones use *High-Performance Airplane* or *Light Airplane*, depending on the design of the aircraft. (Aircraft that would fall under *Ultralight* are too light to mount a contragrav lifter.) *Aerospace* has been rolled into two different specialties, listed below; *Hyperspace* (listed in *Space*) does not exist in the setting.

The following specialties are unique to the setting, though they can probably find use in other space opera settings without too much hassle.

Flitter: Any purely atmospheric contragravity craft lacking large wings which can hover in place as well as fly in any direction (most models fill roles currently covered by the *Helicopter* and *Vertol* specialties). *Defaults:* Light Airplane or Light Transport at -2, or Gunboat or Starfighter at -3, or other Piloting at -4.

Gunboat: Covers craft that seem to blur the lines between Light Transport and Starfighter, being craft with three to six person cockpits/bridges and as fast as and maneuver like starfighters,

usually with much heavier armaments. *Defaults:* Light Transport at -2; Flitter or Starfighter at -3, or other Piloting at -4.

Light Transport: Covers aerospace shuttles and dropships intended to travel between atmosphere and space, as well as various small passenger craft, light merchantmen, and tramp freighters of a similar size and configuration (such as space marine assault shuttles) that may or may not be designed to cross the boundary. Also includes various SWACS and S&R type craft of similar size and controls. (Generally replaces *Aerospace* and larger *High-Performance Spacecraft*.) *Defaults:* Flitter or Heavy Airplane at -2, Gunboat at -3, or other Piloting at -4.

Starfighter: Any one- or two-person high-performance spacecraft operated from a small enclosed cockpit; includes aerospace fighters when making the transit between atmosphere and space. (Replaces most instances of *High-Performance Spacecraft* and some cases of *Aerospace*.) *Defaults:* High-Performance Airplane or Light Airplane at -2, Flitter or Gunboat at -3, or other Piloting at -4.

Starship: Any large ship (commonly SM +9 or larger), regardless of whether it can perform at FTL, is limited to lightspeed, or is strictly an STL craft. This is the primary skill of a helmsman when *not* following the directions of someone with Shiphandling (Starship). *Defaults:* Heavy Airplane or Light Transport at -3, or other Piloting at -4.

Forbidden Skills:

The following skills and specialties are inappropriate for the setting and *cannot* be taken by any character for any reason: Alchemy, Electronics Operation/TL (Matter Transmitter, Parachronic, and Temporal), Electronics Repair/TL (Matter Transmitter, Parachronic, and Temporal), Engineer/TL (Nanotechnology, Parachronic, and Temporal), Exorcism, Herb Lore, Hidden Lore, Mechanic/TL (Nanotechnology, Parachronic, and Temporal), Ritual Magic, Symbol Drawing, Thaumatology, and Weird Science.

Psionics

In addition to the powers listed below, note the following:

Of the major powers in *GURPS Psionic Powers*, the Astral Projection, Probability Manipulation, Psychic Vampirism, and Teleportation Powers *do not* exist in the Ventureverse. In addition, Psychic Healing has been split into Biokinesis and Psychometabolism.

Anti-Psi

No changes need to be made for the Anti-Psi power described in *Psionic Powers*.

Biokinesis

The following Psychic Healing powers are covered by Biokinesis in the Ventureverse: Aura Reading, Cure, Cure Disease, Cure Injury, Disease Shield, and Sleep.

Ergokinesis

Of note, the Cyberpsi abilities *do not* exist in this setting, with the exception of *I/O Tap*; *I/O Tap* is considered an Electrokinetic ability.

The Electrokinetic and Photokinetic powers are separate Powers, with their own Power Talents.

ESP

No changes need to be made for the ESP power described in *Psionic Powers*.

Psychokinesis

The Cryokinesis and Pyrokinesis abilities (*Psionic Powers* p. 55 and 56-7, respectively) do not exist in the setting; nor do the Chill Factor and Ignition Perks (*Psionic Powers* p. 56). All other Psychokinetic abilities are fair game.

Psychometabolism

The bulk of Psychometabolism abilities are developed by the Bear-Skin Tribes; many are also developed by the Knights of Camelot, Nayam Kathmandu Temple, and Storm Knights.

The following Psychic Healing powers are covered by Psychometabolism in the Ventureverse: Life Extension, and any of the passive abilities listed on page 49 of *Psionic Powers*.

Armor Skin

5 points/level

By channeling your psychic power internally, you can fortify your skin to protect against any type of injury. This ability is most common among the Bear-Skin Tribes, but is also not uncommon

among the Nayam Kathmandu warrior monks; the key difference is that the monks learn to split their concentration, while the tribes trigger it by entering a berserk rage.

Bear-Skin Tribal Build: Damage Resistance (Hardened 3, +60%; Tough Skin, -40%; Trigger: Berserk, -10%; Psychometabolic, -10%) [5/level].

Normal Build: Damage Resistance (Hardened 3, +60%; Requires

IQ-Based Skill Roll, -10%; Tough Skin, -40%; Psychometabolic, -10%) [5/level].

Telepathy

No changes need to be made for the Telepathy power described in *Psionic Powers*.

Cybernetics/Bionics

Cybernetics are common among Humans, Genefels, Ssliths, and K'Hissh, and may be used from time to time by Kronaks (Ssliths often appreciate having arms grafted onto them). The bionic prostheses in *Ultra-Tech*, pages 209-210, are most common. A character may start play with any number of LC4 cybernetic systems (see relevant entries in *Ultra-Tech* when in doubt) or the Sexmorph

modification (*Ultra-Tech*, p. 214, normally LC3), with the exceptions of the Silvertongue Implant (*Ultra-Tech*, p. 210), Cyberhair (*Ultra-Tech*, pp. 212-13), Hive Implant (*Ultra-Tech*, p. 213), or Sense Transceiver Implant (*Ultra-Tech*, p. 217), which are not available in the setting.

Biomods

While uncommon, various biological modifications ("biomods") are still present among various populations. Several colonies in the Frontier are known to embrace biomodding rather than

cybernetics/bionics for replacing lost limbs or enhancing abilities.

(**Author's Note:** I need to go through *GURPS Bio-Tech* again to decide which biomods are acceptable and which are not.)

Racial Templates

Sapient Species

Genefels

(jĕn'-fĕls)

30 points

Genefels are a sub-species of Humans who are feline humanoids, exclusively female, and gengineered from baseline Humans during the mid 21st Century for "entertainment" purposes; some are still called "genebait" because of this. They can interbreed with normal Humans – indeed, it seems as though the *only* way Genefels can reproduce (short of cloning) is with a Human male – but the offspring are exclusively Genefels. Their genetic engineering predisposes them to ninja-like grace and reflexes.

Early on, the majority of Genefels escaped their enforced slavery to prey on others as pirates. Even after laws were passed which granted the race their freedom, being a pirate had become such a part of the Genefel culture that most still follow that path. Indeed, Genefels that join a planet's law enforcement or the interstellar navy are considered "traitors" by other Genefels.

World of Origin: Earth (a.k.a. Sol III); Ishtar Station (adopted).

Average Height: 167 cm (5' 5.75").

Average Mass: 65.77 kg (145 lbs).

Home Gravity: 1 G.

Average Life Span: 80 Earth years.

Attribute Adjustments: HT +1 [10].

Advantages: Acute Hearing +2 [4]; Acute Taste and Smell +2 [4]; Appearance (Attractive) [4]; Catfall [10]; Claws (Sharp Claws) [5]; Flexibility [5]; Night Vision 3 [3]; Teeth (Sharp Teeth) [1].

Perks: Fur [1].

Disadvantages: Extra Sleep 1 [-2]; Impulsiveness (12) [-10]; Overconfidence (12) [-5].

Features: Altered Sex Ratio (Always Female) [0]; Ordinary Tail [0];

Taboo Trait (Appearance of Average or below) [0].

Common Traits (not included in the package): Combat Reflexes [15]; Discriminatory Smell [15]; increased DX [20/level]; increased Perception [5/level]; Laziness [-10]; Parabolic Hearing 1-3 [4/level]; Prefers High-Protein Diets [-1].

Glrü

(glür-rü')

45 points

The Glrrü are a species of graceful, delicate insectoids who resemble large terrestrial butterflies or moths. They originate from the second planet in the Sigma Draconis system (Earth designation), an orange K0 star roughly 18.8 light-years from Sol and around 13.5 light-years from Vega.

When they were first detected in the Sirius Sector, the Glrrü had just discovered radio, and were starting to expand into other technologies. A Human ship stranded in the system, low on food and fuel, picked up the radio signals, and managed to land the ship off the shore of a major Glrrü city. The influx of technological knowledge boosted the Glrrü's technology from early TL6 to TL8 in only a span of a decade. With the Glrrü's help, the ship was repaired and refueled, and then launched back into space.

Three Human years later, a flotilla of Human, Ponderur, and K'Hissh starships appeared in orbit around the Glrrü home world to investigate claims of this newly discovered race. Things didn't go as planned with this first contact, and the area around the Sigma Draconis system quickly became a battleground between various Human factions who wanted to open relations with the Glrrü and those who wanted to prevent the Glrrü from joining the interstellar community. The Glrrü themselves tended to stay out of the war, which was nonetheless named after them (the "Glrrü War"). The K'Hissh were divided over which Human factions to help, while the Ponderur naturally tried to profit from all sides.

Following the brief war, the Glrrü were welcomed as part of the

interstellar community.

Glrrü are often described as a "hive mind", but that is an exaggeration; the truth is that the Glrrü just work better in groups than they do alone. Those many Glrrü that travel the space lanes tend to adopt the crews they sign on with as their "hive".

World of Origin: "The Hive" (Sigma Draconis II)

Average Height: 122cm (4') to 152 cm (5').

Average Mass: 25 kg (55 lbs under 1G).

Average Life Span: 50 Earth years.

Home Gravity: 0.85 G.

Attribute Adjustments: ST -2 [-20].

Secondary Characteristic Adjustments: SM -1.

Advantages: Claws (Sharp Claws) [5]; Clinging (Accessibility: Requires Rough Surfaces, -30%) [14]; Damage Resistance 2 (Flexible, -20%) [8]; Extra Legs (4 Legs) [5]; Flight (Low Ceiling: 30 ft, -10%; Winged, -25%) [26]; Peripheral Vision [15]; Ultravision [10]; Vibration Sense [10].

Perks: Compact Frame [1]; No Degeneration in Zero-G [1]; Sure-Footed (Slippery) [1].

Disadvantages: Chummy [-5]; Cold-Blooded (Stiffen Up Under 50°) [-5]; Hidebound [-5]; Increased Consumption 1 (6 meals a day) [-10]; Unusual Biochemistry [-5].

Quirks: Acceleration Weakness [-1].

Humans

("hyü'-mäns" or "yü'-mäns")

0 points

Humans originated on the third planet in the Sol system, and have a long history of fighting each other over resources and differing ideologies even before achieving space flight. This penchant for fighting among themselves gives the species a reputation for being reckless, treacherous, and even somewhat suicidal.

They are an aggressive, prolific, and organized species. It has also been remarked that Humans tend to think in mobs, often blindly following a charismatic or powerful leader.

Due to colonization and adaptation during the 21st and 22nd Centuries, a number of variant Humans are known to exist. The most common variants are those designed to survive on planets with heavier or (more commonly) lower gravities, and on stations without artificial gravity.

World of Origin: Earth (Sol III).

Average Height: 167 cm (5' 6")

Average Mass: 65.77 kg (145 lbs)

Home Gravity: 1 G

Average Life Span: 80 Earth years.

Attribute Adjustments: None.

Lenses:

Belter/Spacer (15 points): Decrease ST by 2 [-20], increase DX by 1 [20]; add Extra Arms 2 (Foot Manipulators, -30%) [14], Radiation Tolerance 2 [5], No Denigration in Zero-G [1], and Skinny [-5]. Decrease Home Gravity to 0G; increase height by up to 91 cm (3') over the norm, and decrease weight by 50%. Many Spacers also have 3D Spatial Sense and Free Fall from growing up in Zero-G, but this is not part of the template.

Khazad/Heavy Worlder (30 points): Increase ST by +2 [20], and add Improved G-Tolerance (0.5 G) [10]. Increase Home Gravity to

between 1.5G and 2G, increase average mass to 131.5 kg (290 lbs), and remove one and a half feet (45 cm) from the height (if calculated). This typically represents a native of a "Super-Earth" planet: short, stocky, and strong.

Martian/Light Worlder (10 points): Decrease ST by 2 [-20], add Long Arms [20] and Long Legs [10]; decrease Home Gravity to between 0.2G and 0.7G; increase average height for their ST by 45 to 61 cm (1.5 to 2 feet) while keeping weight roughly the same. This typically represents someone who hails from one of the low-gravity planets or moons, such as Mars or Titan.

K'Hissh

(kə-hīsh')

66 points

The K'Hissh are a species of warm-blooded saurians, resembling the *Utahraptor* of Earth's Jurassic era, who originated in the tropical jungle regions of the first planet in the 61 Cygni A system (Earth designation), an orange K5 star about 11.36 light-years from Sol. This planet, known as Hurr'orr by K'Hissh, was given the name "Quetzalcoatl" by the Humans who first encountered it, after seeing one of the native animals, a feathered flying serpent.

K'Hissh culture is a warrior culture, which some overzealous Human scholars have compared to medieval and Shogunate Japan. The *K'Hissh'ran*, or Emperor, rules Hurr'orr, and by extension the K'Hissh race. The K'Hissh'ran is the absolute authority, and every K'Hissh in the Imperium ultimately answers to him. In addition to being the K'Hissh head of state, the K'Hissh'ran also serves as Commander-in-Chief of the K'Hissh military. Under him are the provincial leaders, or *vok'hrroshka*, which handle the day to day affairs, including being the generals and admirals of the military.

Below them is the warrior class, known as *torrack* in the K'Hissh language. This class includes everyone in the military forces. In the old days, prior to the establishment of the Imperium, the *torrack* acted as the *vok'hrroshka*'s bodyguards and enforcers. Those K'Hissh warriors who are considered outside the warrior class are known by the term "*torrack'nar*," which some translate into the Japanese term "*ronin*" (masterless samurai), but which more properly translates into "disgraced soul".

Other classes in K'Hissh society are the "*hektarra*", or merchant, and "*kentarra*", or worker classes. At one point, there was a "*nartarra*", or slave, class, but that has been removed over time.

One item that permeates K'Hissh society is the concept of *gre'thak*. *Gre'thak* can be thought of similar to honor, but is deeper ingrained and more complex than ever achieved on Earth. Those K'Hissh who abandon their *gre'thak* are immediately considered *torrack'nar*.

There are two main languages used by the K'Hissh. The first is the standard K'Hissh language spoken by all K'Hissh; the second is the K'Hissh Battle Language, which is taught only by certain sections of the K'Hissh military. The two languages seem to come from completely different linguistic roots; the only word common to both is "*krissh'kaa*", which roughly translates into "lunch". The word is a common battle cry among the *torrack*.

Another cultural issue is a love of plants and gardening. In many cases, a K'Hissh's gardening skill is more important than his combat skills. Those who have impressive gardens (by K'Hissh standards) are more highly favored than those who do not.

All K'Hissh are carnivores, and most prefer fresh raw meat over cooked or preserved.

World of Origin: Hurr'orr (aka Quetzalcoatl; 61 Cygna A II).

Average Height: 5'6" at the hip.

Average Length: 12', snout to tail tip.

Average Mass: 227 kg (~500 lbs. under 1 G)

Home Gravity: 1.2 G

Average Life Span: 80 Earth years.

Attribute Modifiers: ST +6 (Size, -20%) [48].

Secondary Characteristic Modifiers: SM +2.

Advantages: Acute Vision 2 [4]; Claws (Talons) [8]; DR 2/5 (Tough Skin, -40%) [6]; Discriminatory Smell [15]; Enhanced Move (Ground) 1.5 [30]; Enhanced Tracking 1 [5]; Striker (Crushing; Tail; Limited Arc: Rear, -40%) [3]; Teeth (Sharp Teeth) [1].

Perks: Penetrating Voice [1]; Scales [1].

Disadvantages: Code of Honor (Gre'thak) [-15]; Light Sleeper [-5]; Restricted Diet: Carnivore [-10]; Short Arms (2 Arms) [-10]; Stress Atavism (Severe) (15) [-10]; Weak Arms (2 Arms; 1/2 Body ST) [-5].

Quirks: Blue-Yellow Colorblindness [-1].

Common Traits (not part of the package): Green Thumb [5/level]; Military Rank [5/level]; K'Hissh Battle Language; One-Way Fluency [1/language]; Prefers raw meat [-1]; Comments on how cooking food is "barbaric" [-1];

Kronaks

(krō'-nāks)

59 points

Kronaks are a species hailing from a high-gravity world in the Xi Boötis system, roughly 22 lightyears from Earth, which in many ways resemble semi-upright crabs. The world has shallow oceans and most of the land is very swampy.

Kronaks have six legs and two sets of arms. The first, larger set of arms end in large vice-like claws with sharp internal edges; the second, smaller set of arms end in normal hands of three fingers and an opposable thumb.

World of Origin: Krona (fourth world in orbit around Xi Boötis A).

Average Height: 132 cm (4' 4")

Average Mass: 131.5 kg (290 lbs)

Home Gravity: 2G

Attribute Modifiers: ST +2 [20].

Secondary Characteristic Modifiers: SM -1

Advantages: Claws (Sharp Claws) [5]; Damage Resistance 2/5 [10]; Extra Arms 2 (Long +1, +100%; Temporary Disadvantage: Ham-Fisted 2, -10%) [38]; Extra Legs (6 Legs) [10]; Good Grip 1 (Accessibility: Extra Arms Only, -20%) [4]; Regrowth [10]; Striker (Cutting) (Limb, -20%; Long (Full Reach Only) +1, +75%; Alternative Attack (to Extra Arms), ×1/5) [3]; Striking ST +4 (Claws Only, -60%) [8]; Teeth (Sharp Beak) [1].

Disadvantages: Bad Sight (Nearsighted) [-25]; Fragile (Brittle) [-15]; Semi-Upright [-5].

Mekkans

(mëk'-kāns)

160 points

Once, long ago, a long-forgotten species built a number of humanoid robots to assist them. Over time, the creator race died off, leaving the robots in charge of their planet. This is perhaps because

their home planet, now known as Cyboria, had for unknown reasons been ejected from their home system before the creator race achieved advanced spaceflight. For untold eons, Cyboria drifted throughout space before getting caught in an eccentric orbit around 82 Eridani, a yellow-orange G5 star roughly 20 lightyears from Sol. The Mekkans don't seek to exterminate the organic races – yet – but constantly have troubles with races that see them as 'abandoned property' rather than as intelligent beings in their own right (such as the Ponder and many Humans). Many in the Sirius sector believe that it is only a matter of time before the Mekkans declare war on either race.

The Mekkans were discovered by Humans who were seeking habitable worlds, and had gone to 82 Eridani as it was a good candidate for having a life-supporting planet in its comfort zone. They were very surprised when they detected Cyboria in its eccentric 70 year orbit. Since their discovery, they have mainly kept to themselves, but a number of their more curious have left Cyboria to live among their neighbors.

While the Mekkans have a TL equaling that of the other races (TL 11), their creators had achieved TL 12 in robotics and computers, which went into the Mekkans' construction. The Mekkans have sustained this increase in this portion of their TL.

World of Origin: Cyboria (82 Eridani XI)

Average Height: 167 cm (5' 6")

Average Mass: 91 kg (200 lbs)

Home Gravity: 1.06G.

Average Life Span: 200 Earth years.

Attribute Modifiers: ST +3 [30].

Secondary Characteristic Modifiers: HP +7 [14].

Advantages: AI (Not Reprogrammable) [42]; Doesn't Breathe [20]; Extended Lifespan 1 (×2) [2]; High TL +1 (Accessibility: Computers and Robotics Only, -20%) [4]; Machine [25]; Reduced Consumption 4 (4D/1 month) [8]; Sealed [15]; Vacuum Support [5].

Perks: Accessories (Personal Computer) [1].

Disadvantages: Electrical [-20]; Hidebound [-5]; Restricted Diet (Energy Cells) [-10].

Quirks: Sexless [-1].

Pondrur

(pōn'-drūr)

50 points

The Pondrur are a mildly solipsist species that hails from the third planet of the Epsilon Indi system. They have a radially symmetrical body, six limbs which can double as arms or legs, and a half dozen eyes around the tops of their torsos. Their physiologies are adapted to full locomotion both on land and in the water.

For a long time, the Pondrur Free Trade Guilds, the effective ruling class of the Pondrur home world, engaged in the practice of enslaving the crystalline Sekit (natives of the Alpha Centauri system) as menial laborers. After their contact with Humans, who had arrived in the Alpha Centauri system from the nearby Sol system, they attempted to open trade relations with them. This ended badly, as the Pondrur believed their trade treaty gave them the right to "harvest" Humans for slave labor, as they had the Sekit. This sparked the Human-Pondrur Wars, which raged for over a hundred and fifty years and were fought primarily at sub-light speeds.

Following the Wars, the Pondrur were forced to abandon their

slave trade. However, since the discovery of the Kronaks and the Mekkans, the once-floundering Pondrur slave trade is again booming.

World of Origin: Pondrurii (Epsilon Indi III).

Average Height: 6'

Average Mass: 180 lbs.

Home Gravity: 1.02 G.

Average Life Span: 80 Earth years.

Attribute Modifiers: DX -2 [-40]; IQ +1 [20].

Secondary Characteristic Modifiers: Basic Speed +0.5 [10].

Advantages: 360° Vision [25]; Acute Hearing 4 [8]; Acute Taste/Smell 4 [8]; Amphibious [10]; Chameleon 1 (Controllable, +20%) [7]; Doesn't Breathe (Gills, -50%) [10]; Extra Arms 4 (Foot Manipulators, -30%) [28]; Signals (Color Changes) [15]; Temperature Tolerance 3 [3].

Disadvantages: Callous [-5]; Curious (9) [-7]; Foot Manipulators (2 Arms) [-6]; Intolerance (Total) [-10]; Reputation (Slavers; Almost Everyone in the game world except one large class (your own kind); All the time) -2 [-7] Restricted Diet (Herbivore) (Substitution, -50%) [-5]; Selfish (9) [-7]; Semi-Upright [-5].

Quirks: Attentive [-1]; Uncongenial [-1].

Sekit

(sě'-kīt or sě-kīt')

30 points

When the Humans first surveyed the Alpha Centauri system, they discovered a habitable planet in the fourth orbit of the system. While most of the life on the planet, dubbed "Demeter" by the exploration parties, proved to be standard carbon-based life, there was one section which seemed to defy this convention. On the southern-most continent, a region referred to as the Crystal Forest was home to what was once considered the "unicorn of modern chemistry", silicon-based life forms. The origins of the Crystal Forest and the silicon life within are unknown.

While most of the silicon-based life found there appeared to be non-sapient, one life form in particular proved to be sapient. This species called itself the Sekit.

It is estimated that there are more Sekit living off their home world than on it. This stems from their centuries (in Human terms) of slavery at the hands of the Pondrur, a practice halted through Human intervention. However, there are still a number of Sekit still in enforced servitude to Pondrur masters, usually the offspring of those who were slaves prior to the Human/Pondrur Wars.

Sekit are asexual, having neither male nor female members of the race. However, each Sekit is an individual, and many appear to have male and/or female personality traits, and Humans, K'Hissh, and Pondrur find themselves referring to individual Sekit as "he" or "she". In both English and Trade Pidgin, the pronoun "se" (pronounced "zay"; objective/possessive form "hir", pronounced "heer") is often used as the closest approximation by those who wish to avoid confusion or inadvertently insulting one (most Sekit are insulted by the use of the word "it" when referring to them, and consider the use of "they" as a singular pronoun needlessly confusing).

As crystalline beings, Sekit do not have arms and legs, or even a "head", as we know them. Instead, Sekit rely on a form of energy conversion similar to telekinesis and levitation for moving around and manipulating things. Sekit do not have the senses of taste or

smell, nor do they need to eat, drink, or breathe.

Technology-wise, the Sekit as a whole were still in a form similar to the Bronze Age, affectionately referred to as the "Crystal Age" by Humans, when they were discovered. They had very advanced mathematics, reaching trigonometry level, but their medical technology was non-existent, and their use of crystal replaced bronze and other materials. It wasn't until contact with Humans that they learned even higher mathematics and advanced crystalline polymers and photonics. Since then, they have adapted their own crystalline technology to produce technologies that resemble those of the late 20th and early 21st Century on Earth (in game terms, TL8).

World of Origin: Demeter (Alpha Centauri A IV).

Average Height: 122 cm (4') to 132 cm (4' 4").

Average Weight: 1.8 to 2 metric tons (4,000 lbs) under 1 G.

Home Gravity: 0.96 G.

Average Life Span: 250 Earth years.

Attribute Modifiers: ST -2 [-20]; DX -2 [-40]; IQ +1 [20].

Secondary Characteristic Modifiers: SM -1; HP +7 (No Fine Manipulators, -40%) [9].

Advantages: Body of Stone [140]; Doesn't Eat or Drink [10]; Extended Lifespan 2 (x4) [4]; Flight (Low Ceiling: 5 ft, -25%; Psychokinetic, -10%) [26]; Injury Tolerance (No Eyes, No Head, No Neck) [17]; Telekinesis 10 (Psychokinetic, -10%) [45].

Disadvantages: Decreased Time Rate [-100]; Disturbing Voice [-10]; No Manipulators [-50]; No Sense of Smell/Taste [-5]; Restricted Vision (No Peripheral Vision) [-15].

Quirks: Sexless [-1].

Features: Parthenogenesis [0]; No Legs (Aerial) [0].

Common Traits (not part of the package): Dislikes Being Referred To By The Pronoun "It" [-1]. Telekinesis can be bought up or down from the racial average up to 100% of the racial average. Low TL -3 [-15]. No Concentration Needed for Carrying at No Encumbrance Telekinetically [1]. Attribute Substitution: Telekinesis Based on IQ [1].

Sslith

(slith)

45 points

The Sslith are a warm-blooded serpentine species from Pi³ Orionis, a yellow-white F6 star in the constellation Orion, roughly 26 lightyears from Sol. Being sapient, the Sslith have learned to use their tails as an arm. They are hermaphrodite egg-layers, possessing both male and female sex organs. After mating, Sslith lay their eggs in a communal hatchery, and then forget about the eggs.

The Sslith were still in a pre-Stone Age development when their planet was first charted by humans. Since then, the Sslith have quickly adapted to advanced technology and become common sights off-world. They are naturally curious about both advanced technology and other species.

World of Origin: Pi3 Orionis IV

Average Length: 274 cm (9'); able to pull themselves to a "standing" position of 122 cm (4').

Average Weight: 90 kg (200 lbs).

Home Gravity: 1.03 G.

Average Life Span: 85 Earth years.

Attribute Modifiers: ST +2 (No Fine Manipulators, -40%) [12];

DX +1 [20].

Secondary Characteristic Modifiers: SM -1.

Advantages: Acute Touch 2 [4]; Amphibious [10]; Constriction Attack [15]; Double-Jointed [15]; Long Arms (1 Arm) +1 [10]; Teeth (Fangs) [2]; Toxic Attack 1d (Blood Agent, -40%; Cyclic: 10 second interval, 5 cycles, +200%; Follow-Up: Bite, +0%) [11]; Vibration Sense [10].

Perks: Scales [1].

Disadvantages: Bad Sight (Nearsighted) [-25]; Horizontal [-10]; No Legs (Slithers) [0]; One Arm [-20].

Features: Hermaphrodite [0]; Oviparous [0].

Common Traits (not part of the racial package): Curious, Xenophilia. A few have adopted cybernetic harnesses which replace the One Arm, Long Arms (1 Arm), and traits with Extra Arms 1 (Long 1) and

Droid Models

Due to the prevalence of the *Star Wars* movies, novels, television shows, video games, comic books, and graphic novels in the late 20th and early 21st Centuries, the term "droid" has come into common usage to denote any intelligent (IQ 7+, not necessarily self-aware or free-willed) AI in a robot body that is not a member of the Mekkan race.

Humanoid

137 points

The humanoid droids are often programmed for various tasks where they have to interact with humans and similar races; many are used as butlers, wait-staff, executive assistants, and mobile translators. A number of them have also been programmed as pilots. They are common sights in all cities and most starports; even pirate bases have at least one humanoid droid on hand.

The most common model is the C6-series droid, stats of which are listed below. Other humanoid model droids have similar stats.

Average Height: 167 cm (5' 6")

Average Weight: 250 lbs.

Attribute Modifiers: ST +3 [30], HT +2 [20].

Secondary Characteristic Modifiers: HP +7 [14].

Advantages: AI [32]; Damage Resistance 5 [25]; Enhanced Lifespan 1 (×2) [2]; Machine [25]; Protected Vision [5]; Reduced Consumption 3 [6]; Sealed [15]; Vacuum Support [5].

Perks: Accessory (Personal Computer) [1].

Disadvantages: Electrical [-20]; Maintenance (1 person, Monthly) [-2]; Restricted Diet (Power Cells) [-10]; Social Stigma (Valuable Property) [-10].

Quirks: Sexless [-1].

Features: Sculpted Body [0].

Spideroid

148 points

Spideroid droids are commonly used for transport and mining. Although called "spideroids", the droids are actually closer to beetles than spiders, having six limbs instead of eight: four legs on a horizontal body with two arms reaching out in front of it.

The most common model is the M4-series droid, stats of which are listed below. Other spideroid model droids have similar stats, and may have from four to ten legs.

Average Height: 4' 6"

Average Length: 7'

Average Weight: 500 lbs.

Attribute Modifiers: ST +7 (Size, -10%) [63]; HT +2 [20].

Secondary Characteristic Modifiers: SM +1; HP +3 [6].

Advantages: AI [32]; Damage Resistance 5 [25]; Enhanced Lifespan 1 (×2) [2]; Extra Legs (4 Legs) [5]; Machine [25]; Modular Abilities (Computer Brain) (2 Slots, 4 points per slot; Trait-Limited: Skills Only, -10%) [44]; Protected Vision [5]; Reduced Consumption 3 [6]; Sealed [15]; Vacuum Support [5].

Perks: Accessory (Personal Computer) [1].

Disadvantages: Electrical [-20]; Horizontal [-10]; Maintenance (1 person, Monthly) [-2]; Restricted Diet (Power Cells) [-10]; Short Arms (2 Arms) [-10]; Social Stigma (Valuable Property) [-10].

Features: Sculpted Body [0].

Tech-Bot

Even more so than humanoid droids, tech-bots are nearly ubiquitous across the settled Sirius Sector and the neighboring sectors.

There are two different common models of tech-bot. The first, the S6-series droid, has a set of optics set atop a slender main body, with eight arms radiating out from it. Both the center stem and the arms are mounted to a square platform, supported by a pair of treads.

The second model of tech-bot is the T1-series. The T1 is a squat droid with a built-in plasma torch for cutting and welding. It lacks legs, rolling along on a set of four wheels. T1 robots are extremely customizable; nearly every owner adds gadgets to the robot to aid it in its duties.

S6-series Tech-Bot

143 points

Average Height: 5'.

Average Weight: 200 lbs.

Attribute Modifiers: HT +2 [20].

Secondary Characteristic Modifiers: SM -1; HP +5 [10].

Advantages: AI [32]; Damage Resistance 5 [25]; Enhanced Lifespan 1 (×2) [2]; Extra Arms 6 [60]; Machine [25]; Protected Vision [5]; Reduced Consumption 3 [6]; Sealed [15]; Vacuum Support [5].

Perks: Accessory (Personal Computer) [1].

Disadvantages: Electrical [-20]; Maintenance (1 person, Monthly) [-2]; No Legs (Tracked) [-20]; Restricted Diet (Power Cells) [-10]; Social Stigma (Valuable Property) [-10].

Features: Sculpted Body [0].

T1-series Tech-Bot

105 points

Average Height: 4'

Average Weight: 150 lbs.

Attribute Modifiers: HT +2 [20].

Secondary Characteristic Modifiers: SM -1; HP +5 [10].

Advantages: AI [32]; Burning Attack (Plasma Torch) 2d (Armor Divisor (5), +150%; Melee Attack: Cannot Parry, -5%; Melee Attack: Reach C, -30%) [22]; Damage Resistance 5 [25]; Enhanced Lifespan 1 (×2) [2]; Machine [25]; Reduced

Consumption 3 [6]; Sealed [15]; Vacuum Support [5].

Perks: Accessory (Personal Computer) [1].

Disadvantages: Electrical [-20]; Maintenance (1 person, Monthly)

[-2]; No Legs (Wheeled) [-20]; Restricted Diet (Power Cells) [-10]; Social Stigma (Valuable Property) [-10].

Features: Sculpted Body [0].

Occupational Templates

Changes to GURPS Action, GURPS Psis, and GURPS Template Toolkit 3: Starship Crew templates:

In all cases, replace Guns (Pistol) and Guns (Rifle) with their equivalent Beam Weapons versions. Guns (Shotgun), Guns (SMG), and Guns (Grenade Launcher) are typically replaced with Guns (Longarm); Guns (LMG) is generally replaced with Beam Weapons (SSW).

Bear-Skin Tribalist

250 points

The Bear-Skin tribes are avid wilderness survivalists who have internalized their psychic power through the *loss* of self-control, preferring near-inhospitable climates on practically any world that can support carbon-based life. The name "Bear-Skin" is a play on the term "bare-skin"; most eschew all but the basic coverage in clothing, and none wear any kind of armor.

Tribals are masters of Psychometabolism. However, their most potent abilities require the *loss* of self-control, psyching themselves into a berserk rage which triggers their powers.

Specialists Skill Sets: Climber, Physical Training, Survival, and *two* of Desert Training *or* Forest/Jungle Training *or* Mountain Training *or* Winter Operations

Attributes: ST []; DX []; IQ []; HT [].

Secondary Characteristics: Dmg ; BL lbs.; HP []; Will []; Per [];
FP []; Basic Speed []; Basic Move [].

Advantages:

Psychic Powers:

Disadvantages:

Primary Skills:

Secondary Skills:

Background Skills:

Bounty Hunter

250 points

Commonly encountered in the Frontier, bounty hunters are equal parts trackers and warriors. Most bounty hunters have a personal code of honor which prevents them from needlessly taking lives or working for various criminal syndicates; others are little more than cold-hearted mercenary killers who will work for anyone with money to spend.

All bounty hunters are skilled in combat, both unarmed and with a variety of melee and ranged weapons. In addition, all are skilled at tracking their targets, though the means of tracking varies; some discreetly ask questions and use stealth, while others rely on intimidation and making their presence known. A select few bounty hunters are psychics, using various ESP and Telepathy abilities.

Attributes: ST []; DX []; IQ []; HT [].

Secondary Characteristics: Dmg ; BL lbs.; HP []; Will []; Per [];
FP []; Basic Speed []; Basic Move [].

Advantages:

Psychic Powers:

Disadvantages:

Primary Skills:

Secondary Skills:

Background Skills:

Knight of Camelot

250 points

The Knights of Camelot are an order of psionic warriors who pattern themselves off the romantic notion of medieval chivalry.

The Knights use

Attributes: ST []; DX []; IQ []; HT [].

Secondary Characteristics: Dmg ; BL lbs.; HP []; Will []; Per [];
FP []; Basic Speed []; Basic Move [].

Advantages:

Psychic Powers:

Disadvantages:

Primary Skills:

Choose *one* 25-point skill package:

Crusader:

Hospitaller:

Secondary Skills:

Background Skills:

Nayam Kathmandu Warrior Monk

250 points

The warrior monks of Nayam Kathmandu on Nayam Nepal are possibly the closest to what players may see as a "Jedi Knight". These are psychics who spend the bulk of their time either seeking enlightenment through honing in their powers and training in various martial arts at the Nayam Kathmandu Temple, or travel throughout the Frontier assisting those in need.

To the Nayam Kathmandu warrior monk, the use of force should *always* be a last resort, never taken lightly and only when forced or all other methods have failed. Furthermore, the warrior monks believe in ending fights quickly, cleanly, and as humanely as possible, doing as little damage to their opponents as possible; most will attack their enemies' weapons first, preferring to avoid killing blows unless absolutely necessary.

Attributes: ST []; DX []; IQ []; HT [].

Secondary Characteristics: Dmg ; BL lbs.; HP []; Will []; Per [];
FP []; Basic Speed []; Basic Move [].

Advantages:

Psychic Powers:

Disadvantages:

Primary Skills:

Secondary Skills:

Background Skills:

Pilot

250 points

Whether one flies a starfighter or tramp freighter, or pilots a mech, pilots are key in the known galaxy.

Attributes: ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: Combat Reflexes [15]; Luck [15]; *plus* one of the following 25 point lenses:

Flitter:

Light Transport:

Mecha:

Starfighter:

Disadvantages:

Primary Skills: Choose *one* 25-point package:

Flitter:

Light Transport:

Mecha:

Starfighter:

Secondary Skills:

Background Skills:

Psychic Ninja

250 points

Psychic ninjas are those psionic warriors who specialize in invisibility, deception, and hiding in plain sight.

Attributes: ST []; DX []; IQ []; HT [].

Secondary Characteristics: Dmg ; BL lbs.; HP []; Will []; Per [];

FP []; Basic Speed []; Basic Move [].

Advantages:

Psychic Powers:

Disadvantages: Choose *one* -25 point package:

Splinter Sect:

Unseen:

Primary Skills:

Secondary Skills:

Background Skills:

Storm Knight

250 points

A breakaway sect of the Knights of Camelot, the Knights of the Storm are those who seek to rule rather than serve. Having once been exiled beyond the Frontier, the Storm Knights take their name from the planet they settled on, one wracked with overcast skies and turbulent lightning storms.

Storm Knights have harnessed the power of the

Attributes: ST []; DX []; IQ []; HT [].

Secondary Characteristics: Dmg ; BL lbs.; HP []; Will []; Per [];

FP []; Basic Speed []; Basic Move [].

Advantages:

Psychic Powers:

Disadvantages:

Primary Skills:

Secondary Skills:

Background Skills:

Chapter 4 **Bestiary**

Animals

Dewback

A large synapsid found on the third planet orbiting Alpha Centauri B (dubbed "Tatooine" by the initial wave of Human settlers), the creature dubbed "dewback" highly resembles the creature of the same name from the *Star Wars* franchise. It is a large warm-blooded quadruped

Hrrok'tar

A large vicious herbivore originating on the K'Hissh homeworld; their version of cattle.

Riding Theropod

Combat Droids

Chapter 5

Equipment and Technology

Faster-than-Light Drives

Faster-than-light travel consists of shunting the craft into a sidereal aspect of the universe commonly known as hyperspace. Hyperspace exists alongside "RealSpace" in a manner that is best modeled using the analogy of an onion. RealSpace is the "skin" of the onion, with hyperspace existing in layers "beneath" the "skin." The "deeper" into hyperspace one travels, the shorter the distance between two points in RealSpace becomes. This happens because space, according to Einsteinian physics, is curved; by cutting through hyperspace, the curve becomes closer to a straight line.

There is a drawback. In theory hyperspace should permit instantaneous travel between two points; in practice, however, the most common speed for a hyperdrive is 6 lightyears per week. The effective maximum speed at which organic life can survive is five lightyears per day (35 lightyears per week). This is because the physical nature of hyperspace puts a strain on one's body and mind; the strain gets worse the deeper into hyperspace one goes. Those who travel through hyperspace report nausea, dizziness, headaches, vomiting, and an inability to concentrate – and those are the *milder* side effects from short trips at slow speeds. A number of travelers have fallen unconscious, and a few, notably the elderly and severely ill, have fallen into comas or died.

The physical nature of hyperspace is also unsettling to biological minds when viewed directly while in transit. Information dating back to the Human-Pondrur Wars and as recently as the Glrrü War have reported people going insane when visually exposed to hyperspace. Because those who have viewed recordings of hyperspace do not exhibit any tendency towards insanity, even when making the transit at the time, it can be inferred there are elements of hyperspace which cannot be recorded and yet are picked up by one's subconscious when viewed directly.

Travel through hyperspace is best performed along one of the well-mapped trade routes that cover the Sirius Sector. Outside the Sirius Sector sit a number of regions that are not that well charted. Gravitational anomalies, particularly unmapped brown dwarfs and rogue planets, have been known to drop a ship out of hyperspace without warning. A Navigation (Hyperspace) roll is required to successfully plot a course, with the Sirius Sector gaining a +4 to the skill due to being well-charted.

Communications

Radio communications (*Ultra-Tech*, p. 44) is still in use on the frontier. In the Sirius Sector, however, gravity wave comlinks ("gravity-ripple communicators" *Ultra-Tech*, p. 45) have become standard. Like the cell phone networks of the late 20th and early 21st

Centuries, comlink networks can operate worldwide (*Ultra-Tech*, p. 49), providing real-time holographic communications. A comlink usually has to "link up" to a larger computer network, usually one of the worldwide or space station computer networks, although larger ships such as cruisers, carriers, and battleships can host comlink networks as well. Only the military or the most affluent can afford holographic communications; most comlinks are still voice-only.

Most comlinks come with a translation program (*Ultra-Tech*, pp. 47-8) to translate conversations between the user's native language and Trade Pidgin, with both languages at Accented or better proficiency. In essence, this means that two or more people speaking different languages can communicate almost in real-time, as all comlinks involved will be translating to a common language.

Neutrino communicators (*Ultra-Tech*, p. 45) are used for secure directional communications by the main powers.

While faster-than-light *transportation* has become commonplace, the secret to efficient faster-than-light *communications* (*Ultra-Tech*, p. 46) remains elusive. At present, real-time hyperspace communications are limited to a range of 200 A.U.s, and even this requires massive relay stations on both ends. (In game terms, use the Very Large communicator's listed size, price, weight, and power requirements with the Tiny communicator's range.)

Augmented and Virtual Reality

Many HUDs, helmet visors, goggles, and vid-glasses have a link to the public identification systems, providing "augmented reality" to anyone who can afford the monthly fees (which is nearly everyone; PCs can count it as part of their monthly Cost of Living). Because of a lack of FTL communications, the public databases – which include "mug shots" of all identified people, weapons, and vehicles – must regularly be updated through sharing information with interstellar ships. Due to regular traffic, it is very hard to live "off the grid" in the Sirius Sector, but much easier out in the frontier where updates are less regular; a newly-settled colony from a recently-awakened sleeper ship would probably have information that is 100-200 years out of date.

Virtual reality, however, has been the subject of much debate. Because it has shown to be psychologically addictive – many people in the past have wasted away living virtual lives that, to them, were more 'real' than their real lives – virtual reality is banned on nearly every world and station in the Sirius Sector. This makes VR equipment, particularly VR suits, neural interface cyberware, and virtual environment software, hot commodities on the black market. (It goes without saying that the bulk of VR equipment is built and sold by the Outlaw Technology Zone.)

Weapons and Armor

Ranged Weapons

The most common personal weapons encountered are blasters, rainbow lasers, plasma, ion, and sonic. Infrared and ultraviolet lasers are still popular on the frontier; grenade launchers, mortars, and anti-vehicular rockets are common among military and mercenary forces, but uncommon outside those due to not only cost but also legality. All ranged weapons come standard with laser sights and a HUD link which ties into the HUD display of most standard combat helmets.

Outside military circles, *This... is a bowel disruptor. And you're full of shit.*
– Spider Jerusalem, *Transmetropolitan*
however, the ability to outshoot an opponent without relying on these systems is held in high regard.

The bulk of the lasers in use are older TL10 designs in red or infrared frequencies; United Earth, however, uses TL11 rainbow

lasers almost exclusively. Many spacecraft mount ultraviolet lasers. Nearly all lasers used in and near the Sirius Sector are produced by Centaur Arms, a munitions company that also produces various grenades and missiles. In the farther reaches of the Frontier, knock-off TL10 lasers are produced by a number of smaller manufacturers. All lasers except ultraviolet have dazzling, blinding, and electrolaser modes at no extra cost; the range of the electrolaser mode is 1/10 that of the regular laser (a Range 700/2,100 becomes Range 70/210 as an electrolaser), and the HT penalty to resist is the same as the dice of damage (6d burn becomes HT-6 aff; the armor divisor stays the same), with a linked 1d-3 burning damage from the laser itself.

The large majority of blasters are produced by Smith & Wesson as part of their "Sith & Wesson" line. These blasters are most common in the Sirius Sector but can be found in parts of the Frontier closest to the Sirius Sector. All extrasolar members of the Self-Determination League equip their forces with Sith & Wesson

blasters.

The K'Hissh Imperium's weapons manufacturers are the primary source of plasma weapons. Most of these are scaled for the K'Hissh frame, although they have exported several designs for use by Humans and other species.

The Ponderur pioneered sonic weapons, and the bulk of them are still produced by Gray Tangent Armaments, a Ponderur-owned munitions company. Most sonic weapons are either stunners or screamers; however, a model known as a "bowel disruptor" emerged on the black market decades ago and has become a popular non-lethal weapon.

Note: You can use *Blaster and Laser Design* from *Pyramid #3/37: Tech & Toys II* to produce stats for other weapons not listed. Blasters come standard with the omniblaster stun setting for no extra cost; likewise, all lasers can be configured as electrolasers with 1/5 the range for free.

Table 4.1: Ranged Weapons
BEAM WEAPONS (PISTOL)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	Sonic Stun Pistol	HT-3 aff	3+1	40/120	1.9/C	1	66 (3)	5	-2	1	\$700	4	[1]
10	Holdout Sonic Stun Pistol	HT-2 aff	3	20/60	0.65/B	1	22 (3)	3	-1	1	\$300	4	
10	Heavy Sonic Stun Pistol	HT-4 aff	3+1	60/180	3.1/C	1	28 (3)	6	-2	1	\$1,300	4	[1]
10	Electrolaser Pistol	HT-4 (2) aff	3+1	40/80	2.2/C	3	36 (3)	4	-2	1	\$1,800	4	[1]
	<i>linked</i>	1d-3 burn											
10	Holdout Electrolaser Pistol	HT-2 (2) aff	1	10/20	0.3/B	1	22 (3)	3	-1	1	\$250	4	
	<i>linked</i>	1d-3 burn											
10	Laser Pistol	3d (2) burn	4+1	360/1,100	1.7/C	3	66 (3)	4	-2	1	\$600	3	[1]
10	Heavy Laser Pistol	4d (2) burn	4+1	640/1,900	3.2/C	3	28 (3)	6	-2	1	\$1,350	3	[1]
10	Holdout Laser Pistol	2d (2) burn	2	50/150	0.25/B	3	22 (3)	2	-1	1	\$100	3	
10	Laser Derringer	2d (2) burn	2	20/60	0.11/A	2	2 (3)	1	0	1	\$50	3	
10	Laser Machine Pistol	2d+2 (2) burn	4+1	250/750	1.5/C	15	115 (3)	4	-2	1	\$1,000	2	[1]
10	Blue-Green Laser Pistol	3d (2) burn	4+1	720/2,200	1.7/C	3	33 (3)	4	-2	1	\$600	3	[1]
10	Heavy Blue-Green Laser Pistol	4d (2) burn	4+1	1,300/3,800	3.2/C	3	14 (3)	6	-2	1	\$1,350	3	[1]
10	Blue-Green Laser Machine Pistol	2d+2 (2) burn	4+1	500/1,500	1.5/C	15	57 (3)	4	-2	1	\$1,000	2	[1]
10	Ion Pistol	HT-3 (3) aff	4+1	90/270	1.6/2C	3	10 (3)	4	-2	1	\$300	4	[1, 2]
10	Heavy Ion Pistol	HT-4 (3) aff	4+1	150/450	2.5/2C	3	4 (3)	5	-2	1	\$750	4	[1, 2]
10	Holdout Ion Pistol	HT-2 (3) aff	2	40/120	0.3/2B	3	3 (3)	2	-1	1	\$100	4	[2]
10^	Bowel Disruptor	HT-4 aff	3	6/18	1.1/C	1	28 (3)	3	-1	1	\$300	4	
11	Sonic Stun Pistol	HT-3 aff	3+1	40/120	1.9/C	1	265 (3)	5	-2	1	\$700	4	[1]
11	Holdout Sonic Stun Pistol	HT-2 aff	3	20/60	0.65/B	1	89 (3)	3	-1	1	\$300	4	
11	Heavy Sonic Stun Pistol	HT-4 aff	3+1	60/180	3.1/C	1	112 (3)	6	-2	1	\$1,300	4	[1]
11	Laser Pistol	3d (2) burn	4+1	360/1,100	1.7/C	3	266 (3)	4	-2	1	\$600	3	[1]
11	Heavy Laser Pistol	4d (2) burn	4+1	640/1,900	3.2/C	3	112 (3)	6	-2	1	\$1,350	3	[1]
11	Holdout Laser Pistol	2d (2) burn	2	50/150	0.25/B	3	90 (3)	2	-1	1	\$100	3	
11	Laser Derringer	2d (2) burn	2	20/60	0.11/A	2	9 (3)	1	0	1	\$50	3	
11	Laser Machine Pistol	2d+2 (2) burn	4+1	250/750	1.5/C	15	460 (3)	4	-2	1	\$1,000	2	[1]
11	Blue-Green Laser Pistol	3d (2) burn	4+1	720/2,200	1.7/C	3	133 (3)	4	-2	1	\$600	3	[1]
11	Heavy Blue-Green Laser Pistol	4d (2) burn	4+1	1,300/3,800	3.2/C	3	56 (3)	6	-2	1	\$1,350	3	[1]
11	Blue-Green Laser Machine Pistol	2d+2 (2) burn	4+1	500/1,500	1.5/C	15	230 (3)	4	-2	1	\$1,000	2	[1]
11	Rainbow Laser Pistol	3d (3) burn	4+1	500/1,500	1.7/C	3	66 (3)	4	-2	1	\$600	3	[1]
11	Heavy Rainbow Laser Pistol	4d (3) burn	4+1	900/2,700	3.2/C	3	28 (3)	6	-2	1	\$1,350	3	[1]
11	Holdout Rainbow Laser Pistol	2d (3) burn	2	70/210	0.25/B	3	22 (3)	2	-1	1	\$100	3	
11	Rainbow Laser Derringer	2d (3) burn	2	20/60	0.11/A	2	2 (3)	1	0	1	\$50	3	
11	Rainbow Laser Machine Pistol	2d+2 (3) burn	4+1	350/1,100	1.5/C	15	115 (3)	4	-2	1	\$1,000	2	[1, 2]
11	Ion Pistol	HT-3 (3) aff	3+1	90/270	1.6/2C	3	80 (3)	4	-2	1	\$300	4	[1, 2]
11	Heavy Ion Pistol	HT-4 (3) aff	3+1	150/450	2.5/2C	3	33 (3)	5	-2	1	\$750	4	[1, 2]
11	Holdout Ion Pistol	HT-2 (3) aff	2	40/120	0.3/2B	3	27 (3)	2	-1	1	\$100	4	
11	Blaster Pistol	3d (5) burn sur	3+1	290/870	1.7/C	3	40 (3)	4	-2	1	\$2,400	3	[1]
	<i>or</i>	HT-3 (3) aff											
11	Heavy Blaster Pistol	4d (5) burn sur	3+1	260/780	2.7/C	3	16 (3)	5	-2	1	\$4,400	3	[1]
	<i>or</i>	HT-4 (3) aff											
11	Holdout Blaster Pistol	2d (5) burn sur	3	130/390	0.35/B	3	13 (3)	2	-1	1	\$600	3	
	<i>or</i>	HT-2 (3) aff											

11	Magnum Blaster Revolver	5d-1 (5) burn sur	3+1	700/2,100	4.9/6B	3	6 (2i)	7	-3	1	\$9,200	3	[1]
	<i>or</i>	HT-5 (3) aff											
11	Blaster Derringer	2d (5) burn sur	1	10/30	0.11/2A	2	2 (3i)	1	0	1	\$200	3	
	<i>or</i>	HT-2 (3) aff											
11	Blaster Stun Derringer	HT-2 (3) aff	1	10/30	0.11/2A	2	2 (3i)	1	0	1	\$200	4	
11	Blaster Machine Pistol	3d (5) burn sur	3+1	300/900	2.6/2C	12	80 (3)	5	-2	1	\$6,400	2	[1]
	<i>or</i>	HT-3 (3) aff											
11	Gatling Blaster Pistol	2d+2 (5) burn sur	3+1	200/600	2/2C	15!	138 (3)	5	-2	1	\$4,000	2	[1]
	<i>or</i>	HT-3 (3) aff											
11^	Bowel Disruptor	HT-4 aff	3	6/18	1.1/C	1	112 (3)	3	-1	1	\$300	4	
11^	Plasma Pistol	7d+2 (2) burn ex	2+1	380/1,100	1.7/C	3	41 (3)	6	-2	2	\$2,160	2	[1]
11^	Magnum Plasma Revolver ("Charles Atlas")	6d×2 (2) burn ex	2+1	600/1,800	5.3/6B	3	6 (2i)	12	-3	2	\$9,000	2	[1]
11^	Holdout Plasma Pistol	5d (2) burn ex	2	130/400	0.25/B	1	14 (3)	3	-1	2	\$360	2	
11^	Heavy Plasma Pistol	5d×2 (2) burn ex	2+1	500/1,500	3.9/2C	3	35 (3)	10	-3	2	\$5,200	2	[1]
11^	Plasma Machine Pistol	7d+1 (2) burn ex	2+1	360/1,100	1.8/C	9	45 (3)	6	-2	2	\$2,350	1	[1]
11^	Plasma Derringer ("Noisy Cricket")	5d (2) burn ex	0	30/90	0.11/2A	2	2 (3i)	1	0	2	\$180	3	

BEAM WEAPONS (RIFLE)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	Electrolaser Carbine	HT-4 (2) aff	5+2	160/470	4.2/2C	3	72 (3)	4†	-4	1	\$4,900	3	[1, 3]
	<i>linked</i>	1d-3 burn											
10	Heavy Electrolaser	HT-6 (2) aff	5+3	400/1,100	22/Dp	1	83 (5)	10†	-5	1	\$28,000	3	[1, 4]
	<i>linked</i>	1d-3 burn											
10	Underbarrel Electrolaser	HT-3 (2) aff	2+1	90/270	1.8/C	1	66 (3)	4†	-	1	\$1,300	4	[1]
	<i>linked</i>	1d-3 burn											
10	Laser Hunting Rifle	6d (2) burn	8+2	1,400/4,200	10.2/C	3	8 (3)	7†	-5	1	\$5,600	3	[1, 3]
10	Laser Assault Carbine	4d+2 (2) burn	8+2	810/2,400	6.9/2C	12#	39 (3)	6†	-4	1	\$6,400	2	[1, 3]
10	Laser Assault Rifle	5d (2) burn	8+2	1,000/3,000	8.9/2C	12#	28 (3)	6†	-4	1	\$8,400	2	[1, 3]
10	Laser Battle Rifle	7d (2) burn	8+2	2,000/6,000	18.5/Dp	9#	52 (5)	9†	-6	1	\$10,000	2	[1, 3]
10	Personal Defense Laser	3d (2) burn	8+2	360/1,100	2.6/C	9#/12	66 (3)	3†	-3	1	\$2,600	2	[1, 3]
10	Light Repeating Laser	5d (2) burn	8+3	1,000/3,000	10.3/Dp	16	144 (5)	6†	-4	1	\$16,300	2	[1, 4]
10	Designated Marksman Laser Rifle	6d (2) burn	8+3	2,900/8,700	14.5/C	3	8 (3)	8B†	-5	1	\$14,000	2	[1, 4]
10	Laser Sniper Rifle	8d (2) burn	8+3	2,600/7,800	23/2C	1	7 (3)	10B†	-7	1	\$18,000	1	[1, 4]
10	Light Anti-Materiel Laser Rifle	5d×2 (2) burn	8+3	8,000/24,000	48/Dp	1	18 (5)	15B†	-10	1	\$31,000	1	[1, 4]
10	Anti-Materiel Laser Rifle	6d×2 (2) burn	8+3	12,000/3,6000	82/Dp	1	10 (5)	20B†	-10	1	\$50,000	1	[1, 4]
10	Blue-Green Laser Hunting Rifle	6d (2) burn	8+2	2,800/8,400	10.2/C	1	4 (3)	7†	-5	1	\$5,600	3	[1, 3]
10	Blue-Green Laser Assault Carbine	4d+2 (2) burn	8+2	1,600/4,800	6.9/2C	6#	19 (3)	6†	-4	1	\$6,400	2	[1, 3]
10	Blue-Green Laser Assault Rifle	5d (2) burn	8+2	2,000/6,000	8.9/2C	6#	14 (3)	6†	-4	1	\$8,400	2	[1, 3]
10	Blue-Green Laser Battle Rifle	7d (2) burn	8+2	4,000/12,000	18.5/Dp	4	26 (5)	9†	-6	1	\$10,000	2	[1, 3]
10	Personal Defense Blue-Green Laser	3d (2) burn	8+2	720/2,200	2.6/C	6#	33 (3)	3†	-3	1	\$2,600	2	[1, 3]
10	Light Repeating Blue-Green Laser	5d (2) burn	8+3	2,000/6,000	10.3/Dp	8	72 (5)	6†	-4	1	\$16,300	2	[1, 4]
10	Designated Marksman Blue-Green Laser Rifle	6d (2) burn	8+3	5,800/17,400	15/2C	1	8 (3)	8B†	-5	1	\$14,000	2	[1, 4]
10	Blue-Green Laser Sniper Rifle	8d (2) burn	8+3	2,600/7,800	23/2C	1	3 (3)	10B†	-7	1	\$18,000	1	[1, 4]
11	Laser Hunting Rifle	6d (2) burn	8+3	1,400/4,200	10.2/C	3	33 (3)	7†	-5	1	\$5,600	3	[1, 3]
11	Laser Assault Carbine	4d+2 (2) burn	8+3	810/2,400	6.9/2C	12#	158 (3)	6†	-4	1	\$6,400	2	[1, 3]
11	Laser Assault Rifle	5d (2) burn	8+3	1,000/3,000	8.9/2C	12#	115 (3)	6†	-4	1	\$8,400	2	[1, 3]
11	Laser Battle Rifle	7d (2) burn	8+3	2,000/6,000	18.5/Dp	9#	209 (5)	9†	-6	1	\$10,000	2	[1, 3]
11	Personal Defense Laser	3d (2) burn	8+3	360/1,100	2.6/C	9#/12	266 (3)	3†	-3	1	\$2,600	2	[1, 3]
11	Light Repeating Laser	5d (2) burn	8+4	1,000/3,000	10.3/Dp	16	576 (5)	6†	-4	1	\$16,300	2	[1, 4]
11	Designated Marksman Laser Rifle	6d (2) burn	8+4	2,900/8,700	14.5/C	3	33 (3)	8B†	-5	1	\$14,000	2	[1, 4]
11	Laser Sniper Rifle	8d (2) burn	8+4	5,100/15,300	27.5/C	1	14 (3)	11B†	-8	1	\$18,000	1	[1, 4]
11	Light Anti-Materiel Laser Rifle	5d×2 (2) burn	8+4	8,000/24,000	49/2C	1	14 (3)	15B†	-10	1	\$31,000	1	[1, 4]
11	Anti-Materiel Laser Rifle	6d×2 (2) burn	8+4	12,000/3,6000	83/2C	1	8 (3)	20B†	-10	1	\$48,000	1	[1, 4]
11	Rainbow Laser Hunting Rifle	6d (3) burn	8+3	2,000/6,000	10.2/C	3	8 (3)	7†	-5	1	\$5,600	1	[1, 3]
11	Rainbow Laser Assault Rifle	5d (3) burn	8+3	1,400/4,200	7.9/Dp	9#/12	144 (5)	6†	-4	1	\$8,400	1	[1, 3]
11	Rainbow Laser Assault Carbine	4d+2 (3) burn	8+3	1,100/3,300	6.9/2C	9#/12	39 (3)	5†	-3	1	\$6,400	1	[1, 3]
11	Rainbow Laser Battle Rifle	7d (3) burn	8+3	2,700/8,100	18.5/Dp	9#	52 (5)	9†	-6	1	\$10,000	1	[1, 3]
11	Personal Defense Rainbow Laser	3d (3) burn	8+3	500/1,500	2.6/C	9#/12	66 (3)	3†	-3	1	\$2,600	1	[1, 3]
11	Light Repeating Rainbow Laser	5d (3) burn	8+4	2,800/8,400	12/Dp	16	144 (5)	7†	-5	1	\$18,000	1	[1, 4]
11	Designated Marksman Rainbow Laser	7d (3) burn	8+4	5,500/16,500	21/2C	3	10 (3)	10B†	-7	1	\$17,000	1	[1, 4]
11	Rainbow Laser Sniper Rifle	8d (3) burn	8+4	7,200/21,600	28/2C	1	7 (3)	11B†	-8	1	\$20,500	1	[1, 4]
11	Light Anti-Materiel Rainbow Laser Rifle	5d×2 (3) burn	8+4	11,000/33,000	48/Dp	1	18 (5)	15B†	-10	1	\$31,000	1	[1, 4]
11	Anti-Materiel Rainbow Laser Rifle	6d×2 (3) burn	8+4	16,000/48,000	82/Dp	1	10 (5)	20B†	-10	1	\$48,000	1	[1, 4]
11	Ion Assault Rifle	HT-5 (3) aff	6+3	240/720	9.2/D	9#/12	86 (5)	6†	-4	1	\$15,800	2	[1, 2, 3]
11	Ion Assault Carbine	HT-4 (3) aff	6+3	150/450	7.4/D	9#/12	168 (5)	6†	-4	1	\$8,600	2	[1, 2, 3]
11	Ion Battle Rifle	HT-7 (3) aff	6+3	470/1,400	14.7/D	9#	31 (5)	8†	-6	1	\$19,400	2	[1, 2, 3]
11	Underbarrel Ion Shotgun	HT-2 aff (3 yds)	2	13/40	0.35/B	1	13 (3)	2†	-	1	\$600	1	[1, 2]
11	Personal Defense Ion Blaster	HT-3 (3) aff	6+3	140/420	2.3/C	9#/12	40 (3)	3†	-3	1	\$6,200	2	[1, 2, 3]
11	Designated Marksman Ion Rifle	HT-7 (3) aff	6+4	780/2,300	14/Dp	3	31 (5)	8B†	-5	1	\$32,000	2	[1, 2, 4]
11	Ion Sniper Rifle	HT-8 (3) aff	6+4	2,000/6,000	23.5/3C	1	6 (3)	10B†	-7	1	\$48,000	1	[1, 2, 4]
11	Light Anti-Materiel Ion Rifle	HT-10 (3) aff	6+4	3,200/9,600	39/Dp	1	10 (5)	14B†	-9	1	\$86,000	1	[1, 2, 4]

11	Anti-Materiel Ion Rifle	HT-12 (3) aff	6+4	4,600/13,800	69/Dp	1	6 (5)	18B†	-10	1	\$142K	1	[1, 2, 4]
11	Hunting Blaster Rifle	6d (5) burn sur	6+3	1,200/3,600	10.2/C	3	5 (3)	7†	-5	1	\$19,400	3	[1, 3]
	<i>or</i>	HT-6 (3) aff											
11	Blaster Assault Rifle	5d (5) burn sur	6+3	800/2,400	7.9/Dp	9#/12	86 (5)	6†	-4	1	\$30,600	2	[1, 3]
	<i>or</i>	HT-5 (3) aff											
11	Blaster Assault Carbine	4d+2 (5) burn sur	6+3	650/2,000	6.9/2C	9#/12	23 (3)	6†	-4	1	\$22,600	2	[1, 2]
	<i>or</i>	HT-5 (3) aff											
11	Home Defense Blaster (Blaster Shotgun)	2d+2 (3) burn sur (3 yds)	3	40/120	4.2/C	1	8 (3)	5†	-3	1	\$7,400	3	
	<i>or</i>	HT-2 (2) aff (3 yds)											
11	Underbarrel Blaster Shotgun	2d+2 (3) burn sur (3 yds)	3	24/72	2.9/C	1	8 (3)	6†	-	1	\$4,800	3	[1]
	<i>or</i>	HT-2 (2) aff (3 yds)											
11	Personal Defense Blaster	4d (5) burn sur	6+3	510/1,500	5.3/2C	9#/12	33 (3)	5†	-3	1	\$16,200	3	[1, 3]
	<i>or</i>	HT-4 (3) aff											
11	Designated Marksman Blaster Rifle	7d (5) burn sur	6+4	3,100/9,300	20/Dp	3	31 (5)	9B†	-6	1	\$44,000	2	[1, 4]
	<i>or</i>	HT-7 (3) aff											
11	Light Repeating Blaster Rifle	5d (5) burn sur	6+4	800/2,400	10.1/Dp	15	86 (5)	6B†	-4	1	\$40,400	1	[1, 4]
	<i>or</i>	HT-5 (3) aff											
11	Blaster Sniper Rifle	7d (5) burn sur	6+4	6,300/19,000	24/2C	1	6 (3)	10B†	-7	1	\$50,000	1	[1, 4]
11	Light Anti-Materiel Blaster Rifle	5d×2 (5) burn sur	6+4	3,200/9,600	41/Dp	1	10 (5)	14B†	-9	1	\$86,000	1	[1, 4]
11	Anti-Materiel Blaster Rifle	6d×2 (5) burn sur	6+4	4,600/13,800	69/Dp	1	6 (5)	18B†	-10	1	\$142,000	1	[1, 4]
11^	Plasma Assault Rifle	3d×5 (2) burn ex	5+3	750/2,300	13/Dp	9#/12	51 (5)	12†	-5	2	\$49,000	2	[1, 3]
11^	Plasma Assault Carbine	7d×2 (2) burn ex	5+3	700/2,100	6.4/Dp	9#/12	63 (5)	10†	-4	2	\$38,000	2	[1, 3]
11^	Plasma Battle Rifle	4d×4 (2) burn ex	5+3	800/2,400	13.5/Dp	12#	42 (5)	13†	-5	2	\$55,000	2	[1, 3]
11^	Plasma Personal Defense Weapon	8d (3) burn ex	5+3	400/1,200	3.6/2C	9#/15	68 (3)	6†	-3	2	\$8,600	2	[1, 3]
11^	Designated Marksman Plasma Rifle	3d×5 (2) burn ex	5+4	750/2,300	12/2C	3	10 (5)	10B†	-4	2	\$24,200	2	[1, 4]
11^	Light Repeating Plasma Rifle	6d×3 (2) burn ex	5+4	900/2,700	24/Dp	12	30 (5)	15B†	-6	2	\$87,200	1	[1, 4]
11^	Plasma Sniper Rifle	6d×3 (2) burn ex	5+4	1,800/5,400	21/Dp	3	30 (5)	15B†	-5	2	\$42,200	1	[1, 4]
11^	Light Anti-Materiel Plasma Rifle	4d×5 (2) burn ex	5+4	2,000/6,000	29/Dp	3	21 (5)	16B†	-6	2	\$56,600	1	[1, 4]
11^	Anti-Materiel Plasma Rifle	6d×4 (2) burn ex	5+4	2,400/7,200	48/Dp	3	12 (5)	22B†	-8	2	\$90,800	1	[1, 4]

BEAM WEAPONS (SSW)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
11	Blaster SSW	7d (5) burn sur	15+3	1,600/4,800	16.5/2Dp	10	52 (5)	9†	-6	1	\$64K	1	[1, 3, 5]
	- <i>stun setting</i>	HT-7 (3) aff	15+3			10		9†		1			
11	Gatling Assault Cannon	8d (5) burn sur	15+1	600/1,800	19/Ep	10!	351 (5)	10†	-7	1	\$76K	1	[1, 3, 5]
	- <i>stun setting</i>	HT-8 (3) aff	15+1			10!		10†		1			

BEAM WEAPONS (WRIST GUN)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
11	Model 505 Wrist Blaster	2d+2 (5) burn sur	3	20/60	0.15/B	1	6 (3)	1	0	1	\$200	3	
	- <i>stun setting</i>	HT-2 (3) aff				1		1		1			

GUNS (LONGARM)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	EMGL, 40mm	5d pi++	3	190/1,300	10.5/3/C	3	6 (5)	8†	-5	2	\$7,000	1	[1, 3]
10	Underbarrel EMGL, 40mm	5d pi++	3	190/1,300	3/2/C	1	4 (3)	8†	-	2	\$800	1	
10	Underbarrel EMGL, 25mm	5d pi++	4	450/2,800	2/1/C	1	6 (3)	8†	-	2	\$1,000	1	

GUNS (WRIST GUN)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
9	Wrist Gyroc, 15mm												
10	Wrist EMGL, 25mm												

GUNNER (BEAMS)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
11	Blaster SSW	7d (5) burn sur	18+3	1,600/4,800	16.5/2Dp	10	52 (5)	10M	-6	1	\$64K	1	[1, 3, 5]

GUNNER (MACHINE GUN)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	Auto EMGL, 40mm	5d×2 p++	4	400/2,500	64/15/Dp	8	30 (5)	20M	-8	2	\$54K	1	

ARTILLERY (CANNON)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
10	Electromag Mortar, 64mm	6d×4 pi++	4	1,300/7,500	50/10/4C	1	4 (5)	15M	-10	2	\$40,000	1	
10	Light Electromag Mortar, 64mm	6d×3 pi++	3	1,000/5,700	15/7/C	1	3 (5)	11†	-4	2	\$20,000	1	
10	Heavy Electromag Mortar, 100mm	6d×4 p++	5	2,000/11,000	120/30/Dp	1	3 (5)	30M	-10	2	\$120K	1	

Notes:

- [1] HUD Link (Sees distance to target; +1 to Acc within 300 yards, already factored into Acc on the stat line **Ultra-Tech**, p. 149)
- [2] Affects unshielded electronics, any character with the Electrical disadvantage, and abilities with the Temporary Disadvantage: Electrical limitation.
- [3] Compact Targeting Scope (gives +3 to Acc (+2 at TL10),
- [4] Enhanced Targeting Scope (gives +4 to Acc (+3 at TL10), Hyperspectral Vision with Tunnel Vision, and 16× magnification; Acc bonus, weight, and cost already factored on stat line; **Ultra-Tech**, p. 149)
- [5] Designed to use superscience power cells, which multiply listed

Shots by 5.

Melee Weapons

Monowire blades and whips (UT163), vibroblades (UT164), hyperdense blades (UT164), and force swords (UT166) are quite common; vibro-knives are especially common among the criminal element. It should be noted that hyperdense blades are able to parry force swords without taking damage themselves. Force swords – commonly called "beam sabers" or "plasma swords" rather than "force swords" or "lightsabers" – have the innate ability to deflect blaster, plasma, and ion fire (lasers are generally too fast to parry), although a character should have Enhanced Time Sense or Precognitive Parry in order to parry blaster fire.

The standard weapons listed in the *Basic Set*, *Martial Arts*, and *Low-Tech* are modified as follows:

First, the standard for *bladed* weapons is Very Fine for the price listed in the tables, with +2 to cutting and impaling added. Fine weapons (+1 to cutting and impaling above the listed damage in those tables) are half price, and Good weapons (damage as listed in those tables) is 1/5 the price. Superfine (+2 to cutting and impaling with a (2) armor divisor) is double the listed cost, vibroblade (+1d to

cutting damage and a (3) armor divisor to cutting and impaling damage, all added to the listings on the other books' tables) is five times the cost, and superfine vibroblades (+1d+2 to cutting and +2 to impaling, with a (5) armor divisor, all added to the listings on the other books' tables) is ten times the cost in those books' tables. Likewise, hyperdense is ten times the cost, and hyperdense vibroblade is twenty times the cost. (I'll eventually add a table below to cover the more common weapons.)

In addition to the above, any metal sword or polearm can be made into a "blastsword". This replaces any thrusting impaling damage to crushing damage, linked to a 2d (5) burning attack or an HT-2 (3) stun affliction. This modification is an additional +\$600 to the price of the weapon, applied *after* any modifiers such as superfine, vibroblade, or hyperdense, but before any ornamentation modifiers. Most blastswords are also equipped with a basket hilt for no additional charge; treat a hit from the basket hilt as a loaded fist (thr cr).

Table 4.2: Melee Weapons

Armor

Table 4.3: Armor

Concealable Ballistic Armor

TL	Armor	Location	DR	Cost	Weight	LC	Notes
10	Armorweave Jumpsuit	torso, arms, legs	18/6*	\$570	7.6	4	[1, 2]
10	Armorweave Gloves	hands	6/2*	\$8	0.1	4	[1, 2]
10	Armorweave Jacket	torso, arms	18/6*	\$340	4.5	4	[1, 2]
10	Armorweave Overalls	abdomen, legs	18/6*	\$290	3.8	4	[1, 2]
10	Armorweave Trousers	legs, groin	18/6*	\$240	3.2	4	[1, 2]
10	Armorweave Vest	chest	18/6*	\$170	2.3	4	[1, 2]
11	Advanced Armorweave Jumpsuit	torso, arms, legs	24/8*	\$1,150	7.6	4	[1, 2]
11	Advanced Armorweave Gloves	hands	10/3*	\$15	0.1	4	[1, 2]
11	Advanced Armorweave Jacket	torso, arms	24/8*	\$680	4.5	4	[1, 2]
11	Advanced Armorweave Overalls	abdomen, legs	24/8*	\$570	3.8	4	[1, 2]
11	Advanced Armorweave Trousers	legs, groin	24/8*	\$480	3.2	4	[1, 2]
11	Advanced Armorweave Vest	chest	24/8*	\$350	2.3	4	[1, 2]

Tactical Ballistic Armor

TL	Armor	Location	DR	Cost	Weight	LC	Notes
10	Armorweave Tactical Vest	torso	42/14	\$600	4.2	2	[1]
10	+trauma plates, 6 mm	vitals	+38	+\$150	+1.5	2	[3]
10	+trauma plates, 7 mm	vitals	+44	+\$180	+1.8	2	[3]
10	+trauma plates, 8 mm	vitals	+52	+\$210	+2.1	2	[3]
10	+trauma plates, 9 mm	vitals	+58	+230	+2.3	2	[3]
10	+trauma plates, 10mm	vitals	+64	\$260	+2.6	2	[3]
11	Advanced Armorweave Tactical Vest	torso	58/19	\$1,300	4.2	2	[1]
11	+trauma plates, 3 mm	vitals	+48	+\$280	+1.4	2	[3]
11	+trauma plates, 4 mm	vitals	+64	+\$380	+1.9	2	[3]
11	+trauma plates, 5 mm	vitals	+82	+\$500	+2.5	2	[3]
11	+trauma plates, 6 mm	vitals	+98	+\$580	+2.9	2	[3]
11	+trauma plates, 7 mm	vitals	+114	+\$680	+3.4	2	[3]
11	+trauma plates, 8 mm	vitals	+132	+\$800	+4	2	[3]
11	+trauma plates, 9 mm	vitals	+148	+\$880	+4.4	2	[3]
11	+trauma plates, 10mm	vitals	+164	+\$980	+4.9	2	[3]

Rigid Body Armor

TL	Armor	Location	DR	Cost	Weight	LC	Notes
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10	Plasteel Arms	arms	35	\$600	4	3	[3]
10	Plasteel Boots	feet	35	\$120	0.8	3	[3]
10	Plasteel Cuirass	torso	35	\$1,200	8	3	[3]
10	Plasteel Gauntlets	hands	35	\$120	0.8	3	[3]
10	Plasteel Legs	legs	35	\$1,200	8	3	[3]
10	Plasteel Suit	full suit	35	\$3,200	21.6	2	[3]
10	Battlesteel Arms	arms	50	\$900	6	2	[3]
10	Battlesteel Boots	feet	50	\$200	1	2	[3]
10	Battlesteel Cuirass	torso	50	\$1,700	11	2	[3]
10	Battlesteel Gauntlets	hands	50	\$165	1	2	[3]
10	Battlesteel Legs	legs	50	\$1,700	11	2	[3]
10	Battlesteel Suit	full suit	50	\$4,700	31	2	[3]
10	Durasteel Arms	arms	65	\$1,100	7	2	[3]
10	Durasteel Boots	feet	65	\$225	1.5	2	[3]
10	Durasteel Cuirass	torso	65	\$2,300	15	2	[3]
10	Durasteel Gauntlets	hands	65	\$225	1.5	2	[3]
10	Durasteel Legs	legs	65	\$2,300	15	2	[3]
10	Durasteel Suit	full suit	65	\$6,000	40	2	[3]
11	Advanced Plasteel Arms	arms	60	\$1,500	5	2	[3]
11	Advanced Plasteel Boots	feet	60	\$300	1	2	[3]
11	Advanced Plasteel Cuirass	torso	60	\$3,000	10	2	[3]
11	Advanced Plasteel Gauntlets	hands	60	\$300	1	2	[3]
11	Advanced Plasteel Legs	legs	60	\$3,000	10	2	[3]
11	Advanced Plasteel Suit	full suit	60	\$8,400	28	2	[3]
11	Advanced Battlesteel Arms	arms	75	\$1,900	6.3	2	[3]
11	Advanced Battlesteel Boots	feet	75	\$390	1.3	2	[3]
11	Advanced Battlesteel Cuirass	torso	75	\$3,900	13	2	[3]
11	Advanced Battlesteel Gauntlets	hands	75	\$390	1.3	2	[3]
11	Advanced Battlesteel Legs	legs	75	\$3,900	13	2	[3]
11	Advanced Battlesteel Suit	full suit	75	\$10,500	35	2	[3]
11	Advanced Durasteel Arms	arms	90	\$2,300	7.6	2	[3]
11	Advanced Durasteel Boots	feet	90	\$450	1.5	2	[3]
11	Advanced Durasteel Cuirass	torso	90	\$4,500	15	2	[3]
11	Advanced Durasteel Gauntlets	hands	90	\$450	1.5	2	[3]
11	Advanced Durasteel Legs	legs	90	\$4,500	15	2	[3]
11	Advanced Durasteel Suit	full suit	90	\$12,600	42	2	[3]

Civilian Survival Suits

<i>TL Armor</i>	<i>Location</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>LC</i>	<i>Notes</i>

Flexible Sealed Combat Suits (requires a helmet, below)

<i>TL Armor</i>	<i>Location</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>LC</i>	<i>Notes</i>
11	Monocrys Tacsuit	40/20*	\$3,000	15	2	C/24 hrs

Counterpressure Vacc Suits (requires a helmet, below)

<i>TL Armor</i>	<i>Location</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>LC</i>	<i>Notes</i>

Sealed Combat Armor (requires a helmet, below)

<i>TL Armor</i>	<i>Location</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>LC</i>	<i>Notes</i>

Sealed Helmets (required for all sealed suits, above; mix and match as appropriate)

<i>TL Armor</i>	<i>Location</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>LC</i>	<i>Notes</i>

Powered Suits

<i>TL Armor</i>	<i>Location</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>LC</i>	<i>Notes</i>

Notes:

Multiply all Weights and Costs by 5 for armor designed for K'Hissh.

[1] First number of DR vs piercing and cutting damage only; second number for all other damage types.

[2] Concealable as or under clothing.

[3] Laminate; treat as double DR against shaped charge/HEAT/HEDP warheads and plasma weapons.

Vehicles

Ground Vehicles

Aircraft

Watercraft

Spacecraft

Appendix Z

Rank and Status Tables

Administrative/Political Rank Table

Please note that this table only gives a playable approximation, not the final word, and is mostly an estimate. The table will probably be streamlined as it is play-tested.

Rank	Notes
10	Leader of a typical interstellar nation-state (K'Hissh Empire, Self-Determination League)
9	Leader of a star system (Ran System) Head of an interstellar nation-state's government agency (State, War, Treasury, Post) Member of an interstellar nation-state's legislative or judicial branch
8	Leader of a planet (United Earth Secretary-General) Head of a star system's government agency (State, War, Treasury, Post) Member of a star system's legislative or judicial branch Head of a division of one of the star system's government agencies
7	Leader of a planet's nation-state (e.g. United States, China, Lichtenstein) Head of a planet's government agency (U.E. Security Council) Member of a planet's legislative or judicial branch (U.E. General Assembly) Head of a division of one of the star system's government agencies
6	Leader of a province in a nation-state (e.g. California, Texas, Ontario) Head of a nation-state's government agency (State, Defense, Treasury, Post, Justice, etc.) Member of a nation-state's legislature or judicial branch (US Congressman, US Supreme Court Justice) Head of a division of one of the planet's government agencies
5	State or Province Sub-Division (County) Supervisor State or Province Legislator or Judge Federal Circuit Court Judge Head of a division of one of the nation-state's government agencies (FBI, CIA, SHIELD)
4	Township Supervisor Town or City Mayor County Legislator or Judge Federal District Court Judge Head of a state or province branch of one of the nation-state's government agencies
3	Rural Municipal or City Council Town or City Head Judge Head of a County or Federal District Court Prosecutor's Office Head of a city or regional branch of one of the nation-state's government agencies
2	Local Office Leader (e.g. City Prosecutor's or Coroner's Office)
1	Local Office Team Lead
0	Rank-and-File Local Office Worker

Merchant Rank Table

Rank	Notes
12	CEO of a large multinational corporation (about 100 million employees)
11	CEO of a typical multinational corporation (about 20 million employees)
10	CEO of a very large corporation (about 5 million employees)
9	CEO of a large corporation (about 1 million employees)
8	CEO of a medium-sized corporation (about 200,000 employees)
7	CEO of a small corporation or subsidiary (about 50,000 employees)
6	CEO of a very small corporation or subsidiary (about 10,000 employees)
5	Chief of a large department (about 2,000 employees)
4	Chief of a large office or small department (about 500 employees)
3	Chief of a small office (50-200 employees)
2	Branch or division leader (10-50 subordinates) Technical specialist with a large staff
1	Team leader or shift supervisor (1-10 subordinates) Technical specialist with a small staff
0	Ordinary rank-and-file worker (no subordinates)

Military Rank Table: Army, Marine Corps, Starfighter Corps

Rank	Army Titles	Marine Corps Titles	Starfighter Corps Titles	Notes
10	Grand General	Grand General	Grand General	Sector-level commander
9	High General	High General	High General	System commander
8	General Lieutenant General	General Lieutenant General	General Lieutenant General	Theater, field army, or corps commander
7	Major General Brigadier General	Major General Brigadier General	Major General Brigadier General	Division or brigade commander
6	Colonel Lieutenant Colonel	Colonel Lieutenant Colonel	Colonel Lieutenant Colonel	Regiment, brigade, or flight wing commander
5	Major	Major	Major	Battalion or squadron commander
4	Captain	Captain	Captain	Company or squadron commander
3	First Lieutenant Second Lieutenant Chief Warrant Officer	First Lieutenant Second Lieutenant Chief Warrant Officer	First Lieutenant Second Lieutenant	Platoon or flight commander
2	Warrant Officer Sergeant Major Master Sergeant Sergeant First Class Staff Sergeant	Warrant Officer Sergeant Major Master Sergeant Gunnery Sergeant Staff Sergeant	Chief Master Sergeant Senior Master Sergeant Master Sergeant Technical Sergeant Staff Sergeant	Senior staff at the company/squadron level or higher
1	Sergeant Corporal Specialist	Sergeant Corporal	Sergeant Senior Spacehand	Platoon senior squad leader or team leader
0	Private First Class Private	Lance Corporal Private First Class Private	Spacehand First Class Spacehand Spacehand Recruit	Ordinary soldier

Note: Only the CDF has Military Rank 10 in any branch.

Military Rank Table: Space Fleets

Rank	Titles	Notes
10	Grand Admiral	Sector commander
9	Fleet Admiral	System commander
8	Admiral Vice Admiral	Fleet or theater commander
7	Rear Admiral Commodore	Commander of a capital-ship task force (battleships, carriers), a division of smaller ships, or an important naval base
6	Captain	Commander of a large-ship task force (heavy or attack cruisers), a large ship, or a naval station
5	Commander	Commander of a small-ship squadron (destroyers, frigates) Head of a major division on board a large ship
4	Lieutenant Commander Lieutenant	Commander of a small ship or minor division on a large ship
3	Lieutenant Junior Grade Ensign Chief Warrant Officer	Commander of a crew section or division on a small ship, junior officer on all other ships
2	Warrant Officer Master Chief Petty Officer Senior Chief Petty Officer Chief Petty Officer	Senior staff for a large ship or crew section
1	Petty Officer 1st Class Petty Officer 2nd Class Petty Officer 3rd Class	Senior staff for a small ship, standard NCO on larger ships
0	Spacehand Spacehand Apprentice Spacehand Recruit	Ordinary sailor

Note: Merchant Marine ranks commonly just go "Spacehand, Petty Officer, Warrant Officer, Ensign, Lieutenant, Commander, Captain" for Rank 0 through 6, respectively.

Police Rank Table

Rank	Typical Titles	Notes
7	Commissioner or Supervisor	Head of the Department for larger cities and state police forces
6	Chief	Head of the Department for smaller cities Day-to-day manager for larger cities and state police forces
5	Commander	Section, Division, or Bureau Commander for cities and state forces Head of the Department for larger municipalities
4	Captain	Precinct or Unit Commander; head of the department for smaller municipalities
3	Lieutenant	Duty Officer, second in command of the department for smaller municipalities
2	Sergeant Sheriff	Squad Leader Elected lawman of a frontier colony
1	Detective or Inspector Deputy	Investigator, CSI team lead Elected or appointed second to a Sheriff
0	Officer	Beat Cop, CSI technician, or deputized member of a posse

Note: In a lot of police forces, the Detective is the same pay grade and effective rank as the Officer, but possessing greater authority with regard toward investigating crimes.

Note: CSI technicians and leads don't normally possess Legal Enforcement Powers, lacking the ability to make arrests.

Status Table

Status	Notes
2	Extremely wealthy citizen family, famous or highly respected professional status
1	Wealthy citizen family, respected professional status
0	Ordinary citizen family
-1	Struggling citizen family, citizen of bottom-tier nation
-2	Poor citizen family, outcast, or vagrant