

ISSUE

1

FEBRUARY
2007

Star

FRONTIERSMAN



KORT KRAMER ©1999

MORE OLD-SCHOOL SCI-FI GOODNESS!



EQUIPMENT FOR THE FINANCIALLY CHALLENGED
DRALASITE MARTIAL ARTISTS AND VRUSK SMUGGLERS
NEW RACE: THE AMPHIBIOUS NAGANA
NEW GUIDELINES FOR EXPERIENCE POINTS AND SKILLS
CREATURES... ROBOTS... AND A PRISON MOON!

Star FRONTIERSMAN

Issue 1: February 2007

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FOREWORD

My gaming group sat down at the big conference table in the basement of the local public library and pulled out soda and potato chips. So far we had played board games: Chess, checkers, even more complex games like Shadow Lords (anyone remember that game?), Axis & Allies to name a couple. Yes, I guess we were dorks. We had never played a RPG before.

I pulled out the Star Frontiers box. It already had a dented corner from it being in my backpack. I pulled out the hastily made character sheets and handed them all out. We had one pair of dice that we had to share, and we made our characters.

One of our players at the time wanted to have a spaceship. I told him that this particular game didn't work that way - that characters purchased passage on passenger liners and mining ships to get from point A to point B (Knight Hawks accessory hadn't come out yet). He whined and complained, until I promised to give him one as long as he accepted the hardships that would come along with it. He readily agreed.

So we started our adventure as freight haulers. We were all ex-criminals who couldn't get jobs because nobody wanted to hire you when you had a record. We were loading crates onto a banged-up piece of junk boxy scout ship.

As we did, we were annoyed by the customs inspector arguing with the ship's captain (whose name escapes me - I made it up on the spot so it was probably dumb). During that argument, one of our characters dropped a crate (random Strength checks until someone dropped it). Out poured a bunch of contraband drugs... we all stared astonished as the ship's captain pulled out a blaster and shot the inspector dead!

He forced us into his service because his own men were out carousing, and he needed an impromptu crew. We had many adventures under the command of that smuggler, and eventually we tired of being his reluctant crew and had it out with him. He died at our hands, and we were piloting around the Frontier in a stolen ship wanted for many crimes, always looking over our shoulder for Star Law and the several criminal bosses our ex-captain had pissed off.

That's why I keep coming back to Star Frontiers. So many memories of such amazing sci-fi fun. I plan to try to give this old game new legs through these gazetteers, the first of which you hold in your hands (or are reading on your computer!). If you have material you'd like to see presented, please contact me and I'll add it. Of course, I may take license to make modifications or clarifications to what you provide. Hey - it's my project!! Haha...

Enjoy,

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 Last Revision: 5.21.2007

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EQUIPMENT

The starting equipment list is short, and beginning characters don't really have many options. This article concentrates on inexpensive gear for the fiscally challenged.

BEAM WEAPONS

The entry-level Beam Weapon is the Electrostunner, and it's not a bad weapon. Unfortunately, it costs 500 credits to buy. But there are alternatives for the starting adventurer:

LIGHT STUNNER PISTOL

First developed during the first Sathar War, and still in use by those agents of PanGal seeking brainwashed double agents, the Light Stunner is a great little weapon. Although it is less effective than the Electrostunner, its small size and concealable nature make it a great alternative.

Unfortunately, it is inefficient, and this is the reason it is not in widespread use among espionage agencies or megacorp security groups. Its inexpensive construction still gives it a place among the public.

It fires a bluish arc of electrons similar to the electrostunner, but smaller and even shorter range than its big brother. Military specialists snicker when they see the tiny gun, having nicknamed it the "zappy," a cute shortened version of "zapgun," which the electrostunner has come to be known as.

Unlike the electrostunner, the Light Stunner can only fire in stun mode, it has no damage setting.

Whenever it fires, it drains 4 SEU from its source. Since it takes a 20 SEU clip, it can fire five shots before needing to be reloaded. The Light Stunner can be attached to a backpack or powerpack with a 1.5 meter powercord. A gauss screen will block the beam, and an anti-shock implant will nullify the stun arc entirely.

BLASTPISTOL

Not every world is so well equipped as the core worlds of the UPF. In fact, on the rim worlds, few beam weapon specialists are sporting the latest laser pistol. They carry a Blastpistol.

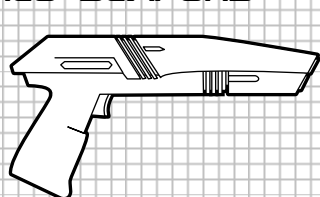
It's a little bit bulky, doesn't clear a holster quite quick enough, but it does pack a wallop. When fired, the energy from a standard SEU clip is focused through inexpensive crystal membranes (where some of the energy is wasted and dissipates in the form of heat). The energy releases in a rather

Defense	Cost (Cr)	Wgt (kg)	Energy	Defense Against
Security Skeinsuit	150	1	25 points	Ballistic/Melee
Stealthskin	80	-	special	-

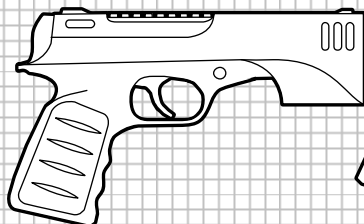
Miscellaneous Equipment	Cost (Cr)	Wgt (kg)
Duraraft	90	3
Envirotent	40	3
Jumpboots	70	--
Survival Kit	150	6
Visocom	50	--
Wide-Field Recorder	100	--

Weapons	Cost (Cr)	Wgt (kg)	Damage	Ammo	SEU	Rate	Defense	Range (PB/S/M/L/E)
Light Stunner Pistol	150	0.5	Stun	SEU	4	1	Gauss/A-S	5/10/-/-/-
Blastpistol	200	1.5	4d10	SEU	2	1	Gauss/A-S	5/15/-/-/-
Semiautomatic Pistol	150	1.5	1d10 per bullet	20 rounds	--	3	Inertia	5/15/30/60/150
Gyrojet Wrist Rockets	125	1.5	2d10 per bullet	3 rounds each	--	3	Inertia	-/5/25/50/100

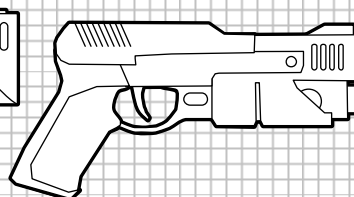
NEW WEAPONS



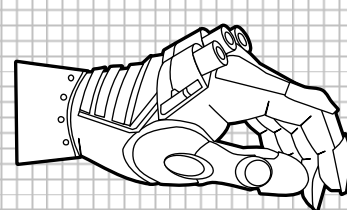
Light Stunner Pistol



Blastpistol



Semiautomatic Pistol



Gyrojet Wrist Rockets

large, nasty red blast that sounds thunderous rather than elegant. After the shot, there is a few seconds of high pitched whine while the crystal membranes perform a regeneration (thus the slow rate of fire for a beam weapon). It is not a stealthy pistol.

The blastpistol drains 2 SEU per shot, and uses a standard 20 SEU clip. It does not come equipped with a power port for the connection of an external backpack or powerpack.

When holstered, the bulky nature of the end of the muzzle takes a little bit of effort to draw, causing an Initiative Modifier of -1 (in addition to the -3 penalty normally associated with holstered weapons).

An albedo suit or screen defends against the Blastpistol as effectively as it does against other laser weapons.

PROJECTILE WEAPONS

The automatic pistol is already inexpensive... and when firing bursts it can be quite deadly. But not everyone in the Frontier has the latest technology. Some people don't have the fully-automatic modern weapon.

SEMI-AUTOMATIC PISTOL

These predecessors of the modern automatic pistols are functionally nearly equivalent. They fire bullets as quickly as the user can pull the trigger (up to three bullets per turn). There is no burst fire mode. The Semiautomatic Pistol uses the same ammunition and magazine as the modern automatic pistol. Skeinsuits and inertia screens reduce bullet damage by half. If a skeinsuit and an inertia screen are used together, damage is reduced to one-fourth the amount rolled.

GYROJET WEAPONS

Gyrojet weapons fire small, self-propelled exploding mini-rockets. The technology is modern, but the concept is old. That is why the gyrojet pistol is only 200 Cr, quite affordable for starting characters.

GYROJET WRIST ROCKETS

This durable pair of gloves each have a simple, gyrojet rocket rack on their backs that holds three gyrojet rockets. Characters wearing such weapons simply point their wrist, bend their hand down, and hit the dual trigger buttons to launch the rockets. This means they have to use one hand to fire the

rockets on the other... it's not possible with only two hands to fire both wrist rockets at the same time.

The rockets have slightly less range than a gyrojet pistol, but are otherwise quite similar. The owner of this weapon purchases pistol jetclips and disassembles them to extract the loose shells, and loads them into the chambers of the gloves. Reloading takes place after combat, as it takes several minutes to properly clean and replace the shells.

The wrist rocket is mounted on a polyplate gauntlet, giving it a really cool look and acting as brass knuckles in combat (causes 1d10 damage when punching).

Skeinsuits and inertia screens reduce gyrojet damage by half. If a skeinsuit and an inertia screen are used together, damage is reduced to one-fourth the amount rolled.

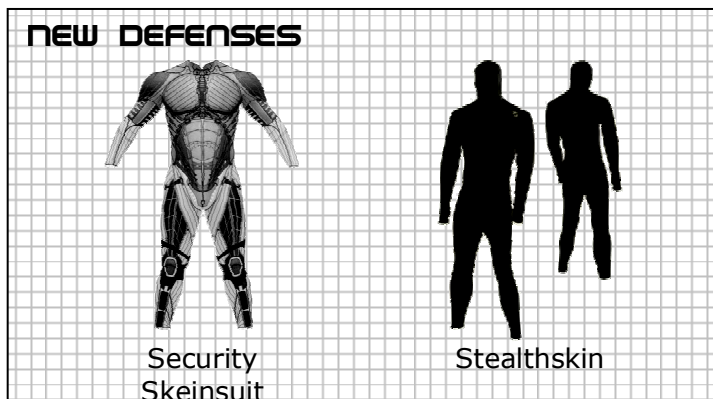
Some planets consider Gyrojet Wrist Rockets to be *concealed weapons* and have laws prohibiting their use. Most worlds consider it personal protection equipment, like a knife.

DEFENSIVE EQUIPMENT

Most starting characters can't afford anything defensive. Power screens are ungodly expensive. But not all people in the frontier wear military skeinsuits. In fact, smaller security agencies tend to wear much less.

SECURITY SKEINSUIT

Whereas the military skeinsuit is camouflage and appears very militant, and civilians who can afford it wear normal-looking clothes inlaid with the same protective layers, security personal tend to wear something in between. Local police, star law officers, and some espionage agents tend to purchase a security skeinsuit.



Security skeinsuits are function over form. They are not designed to help hide the character like a military suit, nor are they designed to conceal their existence, such as a civilian suit. Instead, they consist of overlapping layers of kevlar and other ballistic cloth. It is generally gray, occasionally black, and is light weight.

Security Skeinsuits protect against ballistic and melee attacks, just as a military or civilian skeinsuit does. Half the damage affects the wearer, the other half gets absorbed by the suit. The suit continues to help the wearer until it has absorbed 25 points of such inertial damage, then is too ripped up/damaged to continue protecting its wearers. This can happen pretty quickly, even in a small fight, so Security Skeinsuits are generally designed to require replacement after a good fight, thus their inexpensive nature.

STEALTHSKIN

Sometimes direct protection against physical or energy damage isn't as important as just avoiding detection. The best defense for an attack is simply not to be attacked.

Stealthskins are made of a special fiber that makes no noise when it rubs together. It is silent, even to the enhanced hearing of some races. Robotic devices or technologies with advanced hearing sensors will not even hear it rub together.

The Stealthskin is only effective when worn alone – no other clothes, no skeinsuit, no screen. When wearing the Stealthskin, the character is fully encased in a single piece of dark black fabric, stretching from top of his head to his toes. Even his face is covered. A single strip of specially-made non-reflective synthetic transparency runs across

the eyes, allowing the wearer to see out quite easily. Many tiny stretchpockets exist along the thighs, waist, and arm, to give the wearer a place to place gear where it won't rub or bounce or touch other equipment he carries.

The Stealthskin fabric is quite stretchy. It allows for the unusual shape-shifting abilities of a Dralasite to function normally. Additionally, the suite can be purchased to accommodate the wing membranes of a Yazirian or the unusual shape of a Vrusk, but when purchased for one of these other races it can only be worn by members of that species.

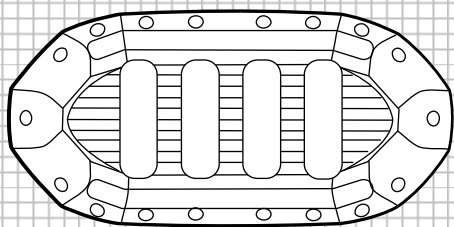
Benefits. When wearing a Stealthskin, the character is permitted to use the Stealth and Concealment subskills of the Environmentalist skill as if he were a Level 1 Environmentalist. If the character already has the Environmentalist skill, he can make amazing use of this fabric and gets a bonus of +10% to both of these skills.

If a character sustains more than 25 points of personal damage, or is encumbered with gear (carrying more than half his STA score in kilograms) the Stealthskin no longer provides these bonuses.

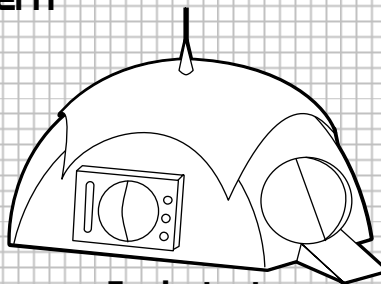
MISCELLANEOUS EQUIPMENT

There are already several pieces of gear one can purchase from the standard equipment list. These are commonplace throughout the Frontier. Here are some other items, perhaps not as common on the PGC core worlds, but often found throughout known space.

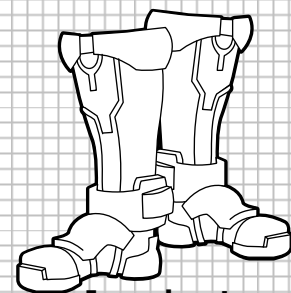
NEW MISCELLANEOUS EQUIPMENT



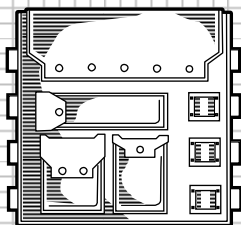
Duraraft



Envirotent



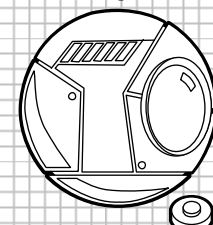
Jumpboots



Survival Kit



Visocom



Wide-Field Recorder

DURARAFT

This tiny 3kg pouch-sized kit can be inflated (automatically when activated) into a fully-functional four-man raft. It takes about five minutes to inflate, and a similar amount of time to deflate.

When deconstructed and properly stowed, it fits in a small pack that straps to the thigh for easy transport.

ENVIRO TENT

This tiny 3kg pouch-sized kit can be erected into a small 3-man habitat tent in about ten minutes. It takes a similar amount of time to deconstruct. It can come in a variety of colors.

When deconstructed and properly stowed, it fits in a small pack that straps to the thigh for easy transport.

JUMPBOOTS

These appear to be a normal mundane set of boots, rugged-looking and easy on the foot. Concealed in the heel, however, is a tiny explosive charge.

When the wearer presses certain buttons on the boots, the charge becomes active. When the character jumps down hard on an active Jumpboot, the charge fires, and a concussive blast is heard for about a kilometer. The concussion launches the character into the air and improves his leaping distance by a multiple of 3. After the explosive blast, the boot acts as a normal boot. The charge cannot normally be re-set, it is part of the boots manufacturing process.

Using these boots in combat is not wise, both participants will be knocked 1d10 meters in opposite directions, and both will take 3d10 damage.

SURVIVAL KIT

This is an emergency survival kit. It is similar to the Standard Equipment Pack from the main rules book, but reformatted to make it useful for explorers and wilderness scouts (and anyone finding themselves stranded on a desert planet!). Many lifeboats and escape pods have a number of these survival kits stowed, as well as a single duraraft and envirotent.

The Survival Kit consists of the following items:

- *All-weather blanket*
- *Basic first-aid equipment (bandages, etc.)*
- *Compass*
- *Everflame*
- *Gas Mask*
- *Holoflare*
- *Life Jacket*

- *Pocket Flashlight*
- *Pocket Tool*
- *Rope*
- *Sungoggles*
- *Survival Rations (5 days)*
- *Toxy-rad gauge*
- *Waterpack*

VISOCOM

This is a hands-free version of the communicator built into a standard chronocom. It lacks any time-keeping technology, and attaches to a standard pair of sungoggles, magnigoggles, or Infra-red goggles. It has the same range as the chronocom (5km). Just like the chronocom, it has a standard identification number that can be given to others to enable them to "call" you.

To call another visocom or chronocom, simply touch a finger to the side of the boom mic/ear piece combination device, and clearly speak the identification number of the person you wish to call. It can also be put in a conference mode, where any number of visocoms and chronocoms can maintain an open channel for free communication among one another.

Visocoms are less expensive than their chronocom partners because they don't keep track of time, are more obvious, and lack the micronization required to fit the technology into a wristwatch.

WIDE-FIELD RECORDER

This sphere can hover and record all visual and audio activity in a 360 degree radius. It takes a standard 20 SEU clip and drains 1 SEU per hour. The recording is stored on a small micro-disc that can be read on most computer systems. A disc holds 20 hours of data, and extra discs can be purchased for 20 Credits. It comes in a shoulder-worn carry bag complete with interface cables and a place to store 2 extra micro-discs and 2 extra SEU power clips. It cannot be connected to any other power source.

Later, when looking at the data recorded from the Wide-Field Recorder, a computer specialist can pan around, zoom in, filter out noise, and recreate the entire three dimensional experience recorded on the micro-disc. With proper holographic projection equipment, a fairly realistic scene can be reproduced.

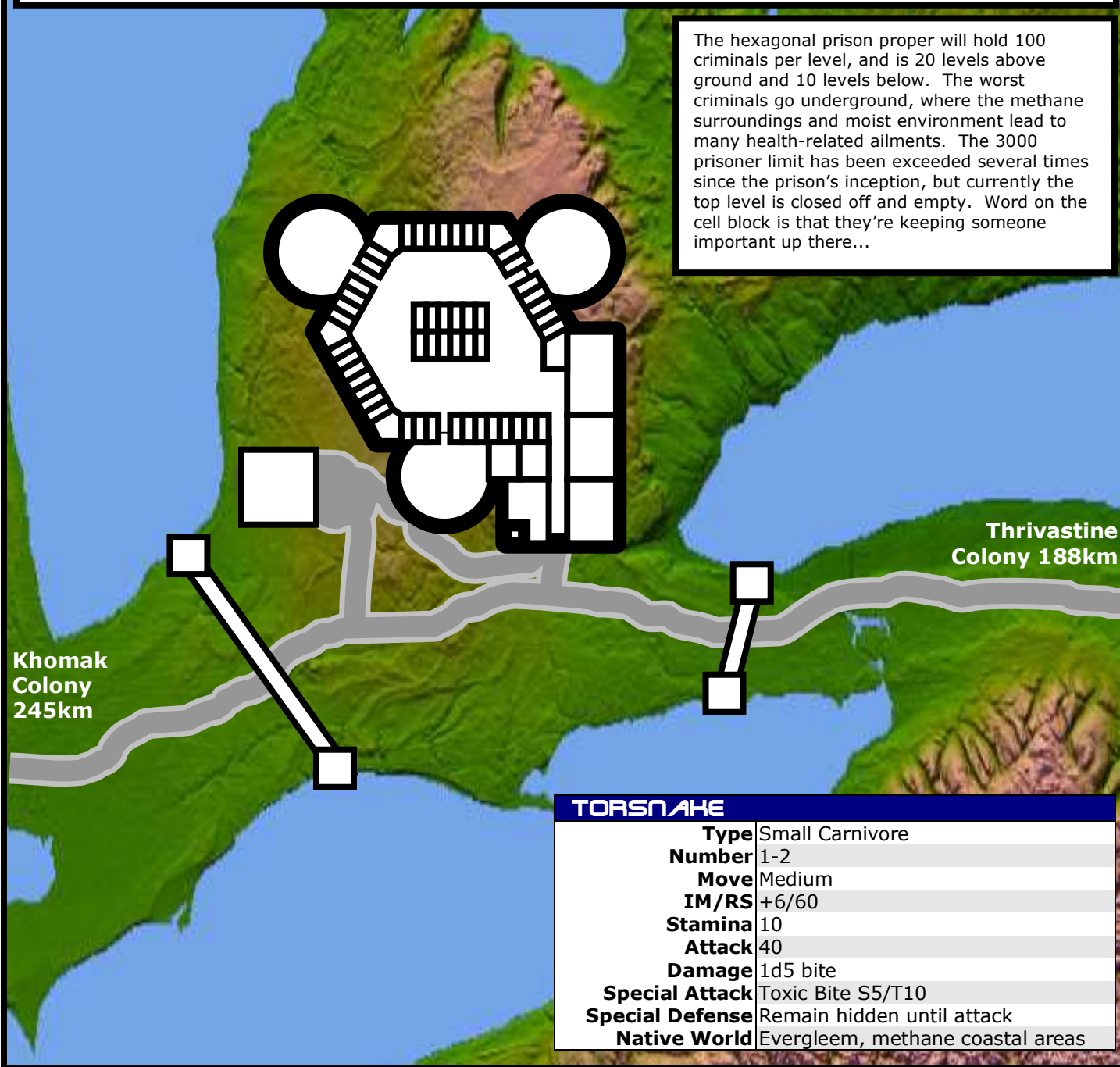
Unfortunately, it is also possible for a skilled computer specialist to tamper with the data contained on the disc, making this device not admissible in most courts.

LOCATIONS

EVERGLEEM DETAINMENT CAMP ("EVERGLOOM")

Situated among methane lakes on Evergleem, the colonized moon of Triad (in the Cassidine system), this prison was first designed to hold white-collar criminals from the industrious planet below. Today, however, it is bustling with hardened criminals from all over the Frontier. The security force is about 50% robotic, the rest are employees of Cassidine Development Corporation and earn battle pay for their service to the company. The prison exists on a road between two colonies, both of which comprised mostly of people who work for or in the prison itself. The Thrivastine Colony has a space port that shuttles to Triad once per day. The lack of water is one obstacle to potential escapees, but the land is also home to Torsnakes, territorial toxic snakes that make homes in people's bellies, laying their young and eating their host within days.

The hexagonal prison proper will hold 100 criminals per level, and is 20 levels above ground and 10 levels below. The worst criminals go underground, where the methane surroundings and moist environment lead to many health-related ailments. The 3000 prisoner limit has been exceeded several times since the prison's inception, but currently the top level is closed off and empty. Word on the cell block is that they're keeping someone important up there...



TORSNAKE

Type	Small Carnivore
Number	1-2
Move	Medium
IM/RS	+6/60
Stamina	10
Attack	40
Damage	1d5 bite
Special Attack	Toxic Bite S5/T10
Special Defense	Remain hidden until attack
Native World	Evergleem, methane coastal areas

ARCHETYPES

DRALASITE MARTIAL ARTIST

They have a low center of gravity, they're strong, they can take a beating, and they can form fists out of the middle of their bodies to send an opponent flying into next week...

CHARACTER CONCEPTS

The Way of the Warrior

The first time you saw a Human practicing "martial arts", you were fascinated and got an idea. Now, using your ability to change your shape at your whim, you forge entire new paths in the Way of the Warrior.

You are creating your own art, carving your own path, and hope to eventually master your own ideas in order to teach others the same. You concentrate on your physical strength and endurance, and focus on your ability to shift your shape.

The Undersport Champion

You grew up on Triad, a heavily populated melting pot of various cultures and people all striving to compete for technology and industrial greatness. Your family couldn't afford the luxuries of many, and so you lived in a poor section of a major city.

To supplement your family income, you began participating in *Undersport* – a personal combat arena game that takes place under the city in the original outpost's aqua-ducts now long unused. Your prowess has earned you some level of fame.

After defeating the champion, you won enough money to get off that planet and seek your fortune elsewhere.

The Visionary

Most Dralasitas are fun-loving and cheery – not you. You take what you do very seriously, practicing for a harmonious existence between body, mind, and spirit.

The unusual makeup of the Dralosite physiology disperses their genetic structure homogenously throughout their rubbery amorphous bodies, and you feel that is exactly as you should be with the universe. You seek personal perfection, and believe there is another level of existence, a transcendence, that can be achieved through personal mastery.

DRALASITE MARTIAL ARTIST

STR/STA	65/55	PS	+3
DEH/RS	55/65	IM	+7
INT/LOG	40/40	RANGED	28
PER/LDR	40/40	MELEE	33

SPECIAL ABILITIES:

Elasticity, Lie Detection 5%

SKILLS: (Military PSA)

Martial Arts 1, Melee Weapons 1

EQUIPMENT:

Electric Sword, Security Skeinsuit, 12 Cr

The Angry Blob

You're a hothead... always have been. Oh sure, you'll have a few drinks, tell a few jokes, check out the ladies, and carouse with the best of 'em. But when someone makes you angry, you don't simmer; you boil. This seems to get you into a lot of trouble, but in your opinion: it's not you, it's *them*.

So instead of working on your temper, you decided to be practical and work on your fisticuff skills. You actually found that you enjoy it a great deal, and have taken the meditative steps recommended by your teacher to help you with many other things in your life. But closing your eyes, counting to ten, and breathing in through your nose and out through your mouth, doesn't seem to help that much when someone insults you... your fists start flying often faster than even you realize it now.

Protector of the Oppressed

You were fat, very fat. After your father died of health issues related to his obesity, and tired of being called names and generally feeling unfit, you needed to start working on your health. You signed up for all kinds of diets and fitness routines and nothing worked. Finally, you found Martial Arts, a wonderful mixture of high and low impact aerobics. Today you're fit as a fiddle, and as a wonderful side bonus, you learned to kick some serious butt!

You now like to stick up for the oppressed, the little guy, in private triumph of your cause. Remembering what it was like to be the fat little guy, you champion those who need but will never ask for it.

DEVELOPMENT

Depending on the reasons for your martial arts lifestyle, there can be several avenues of development available for your character. Here are some ideas.

Developing Abilities

Remember, increasing ability scores is slow but rewarding. It only costs 1 experience point to raise an ability score 1 point, so why not start working on developing your body to supernatural levels? Get that Punching Score up... and that Initiative Modifier. No way to do that other than dumping points into Strength and Reaction Speed.

And don't forget your racial ability: Lie Detection. If honed well enough, the referee might let you use it at a penalty (half?) in order to detect when an opponent is going to perform a feint or bluff on his next maneuver, perhaps giving you an edge!

Developing Skills

The obvious thing to do is increase your Martial Arts skill, as it increases both your chance to hit while unarmed and the damage you cause (remember, you add your Martial Arts level to the damage you cause while punching or kicking!). But not every concept should feel so boxed into a single development path.

Purchasing levels of Environmentalist will give your martial artist some stealth skills, to make him more ninja-like. Thrown Weapons will allow the expert throwing of knives.

If your campaign allows the use of the Mentalist Primary Skill Area, you could work on increasing one of your mental ability scores all the way up to 70 in order to qualify, though this would be a long journey with the statistics provided in this archetype. Having the ability to mentally boost your physical ability scores would fall right in line with several of the character concept ideas provided here.

EQUIPMENT

When you can afford it, get your character a skeinsuit. It will protect you from damage from a ballistic/melee nature, which you find yourself in a lot of the time. Picking up an albedo screen would help keep you alive until you can get up close enough to lay into someone in close combat.

The Electric Sword you begin with is great, but you might want to consider upgrading to a Sonic Sword as finances allow. Not only does it do more damage, but it's pretty small and concealable. Once your skills are high enough to endure the two-

weapon and off-hand penalties, pick up a second sonic sword... watch people run in fear!

And never underestimate the value of stimdose... you might hurt later but taking a dose of it now could keep you in the fight long enough to take care of business!

EDGES AND FLAWS

If you're using this optional system, consider giving your character an Edge associated with personal combat. Here are some ideas:

Edge: Surprisingly Quick

This edge can be invoked to cause your opponent to be *surprised* as per the normal rules. You'll get a free attack at him and he just didn't see it coming. You could use this in the middle of combat! Or use it give yourself a +25 bonus to your next Reaction Speed check... never know when that will save your rubbery butt!

Edge: Meditative Focus

This edge could be invoked if your character has the time to meditate... then his next action (whatever it is he was meditating over) could benefit from a +25 bonus! If the referee allows, you might be able to meditate yourself healthier... perhaps healing double the normal healing rate for any day spent in meditation and rest.

Edge: Roll with the Punch

This edge could be invoked to cancel the damage just caused to you in melee combat. Your character simply rolls with the punch, absorbing the inertial force into his rubbery hide and stepping back a bit.

Edge: Martial Arts Academy

Either you belong to or run a school of martial arts. It may be a lone school, or may exist in a network of schools all teaching the same art. This provides a source for allies, either by bringing along those from your own school or by visiting schools on foreign worlds. Invoke this edge to involve your school or its students in your adventure.

Flaw: Rival Academy

The referee may invoke this flaw in order to force a rival martial artist or school to get involved in your adventure. Perhaps they have a different political view than your own school. They may not want your character dead, but they sure as heck want to prove that their

Thanks to AesirRaven for the suggestions and effort, and for coming up with the stats for both the Dralosite Martial Artist and the Vrusk Smuggler.

VRUSH SMUGGLER

People sometimes need to have things imported or delivered that run a bit on the wrong side of the law. That's where you come in. Your skills allow you to bypass security both living and electronic, letting you make your money with less risk than others in your line of work.

CHARACTER CONCEPTS

The starting Vrusk Smuggler has no gear other than the Techkit all characters skilled in Technician receive. You need money to do your trade... lots of money. Now if you can only keep away from those gambling tables long enough to actually do your job! Hey... I wonder how much you could get for this Techkit on the black market?

The Courier

There you were, talking to a casual work acquaintance about how he affords all those nice hovercycles he collects. He tells you all he does is travel around the Frontier and tote about a carry-on bag or two, racking up those frequent spaceliner miles. After traveling to a new location, he lives the high life in fine hotels then picks up another bag and comes home. Those really were nice hovercycles.

The next thing you knew, you were on the chronocom talking to some guy you only know of as Tog (which you're pretty sure means "voice" in Yazirian) and arranging a pickup and drop-off point. Sure, you have to front the cash for the starliner and hotel, but you're promised 250 Credits when you get back. All you have to do is get past a few security scanners and customs agents... should be no problem for a Vrusk like you!

The Dealer

You have a thing for art. You don't care what kind, but you understand it. You don't appreciate it like the connoisseurs with all the fat bank accounts, but you do understand it.

So some thug comes up to you on the street with his silly "Pssst.... wanna buy a watch?" approach, and there you see it: a diamond in the rough. An antique chronex. You smile and shell out 20 Credits so the yazirian goon can get his next fix.

The next thing you know, you're seated in front of a wealthy collector, knowing right where the exit is if things go wrong. He's offering 200 Credits, but you know people almost as well as you know art. You notice the opened crate of gallo-fur coats in the corner and smile, knowing a place where you could

VRUSH SMUGGLER

STR/STA	45/45	PS	+3
DEH/RS	50/50	IM	+5
INT/LOG	55/55	RANGED	25
PER/LDR	50/50	MELEE	25

SPECIAL ABILITIES:

Ambidexterity, Comprehension 15%

SKILLS: (Biosocial PSA)

Psychosocial 1, Technician 1

EQUIPMENT:

Techkit, 322 Credits for bribing and purchases.

sell that for a fortune. "I'll tell you what, since I like you, I'll sell you the chronex for 200 if you throw in a crate of the gallo-fur coats. My mom likes coats."

You're pretty sure that contact who likes the gallo-fur has some Dralosite vapor drugs he's been trying to get rid of...

You live your life buying contraband from couriers and thieves, selling it to those who know what to do with it. Your morality doesn't limit you: if you sell a crate of laser rifles to a dictator, that's just business. You'll take your fistful of Credits and walk past his rival warlord sitting in the chair tied up and gagged, never to say a word to anyone. It's a dangerous life you've chosen, but it's one with a lot of profit.

The Kidnapper

When your grandfather was alive, it was his business. He helped refugees on Gollywog escape the Blue Plague when the planet was under quarantine. His heart was in the right place, but he may have been partially responsible for that plague's widespread effect.

Now the business has passed on to your father, and you work for him. You are a smuggler of a different type - one who specializes in the smuggling of people. You help create false identities for the people you smuggle, or talk your way through customs and immigration with a smooth tongue and a handful of credits.

Recently, you were sent on a mission from your father to grab a target and "escort" her to Kraatar. But when you arrived with your unwilling traveling companion, you found that she was being sold into slavery. You drew the line, fled, and now your father is furious with you for ruining the reputation of the family business...

The Reluctant Hero

All you wanted was an easy couple hundred credits. You owed a gambling debt to some very powerful people, and couldn't stay in one place too long. So when the young mysterious man approached you asking for some aid getting to Yast in the Athor system, you immediately gave him a price. To your surprise, he offered double what you asked, adding that there could be no questions asked. You added up all the expected expenses in your mind and knew it would be profitable enough to pay off that gambling debt at last!

So you called in some favors, greased a few palms, and got you and your new friend passage on a mining vessel that happened to be going that way. All should have been easy...

Then came the UPF ships. Not the scouts and fighters, but a Frigate of considerable armament. The captain of the ship wanted to turn you both over to avoid entanglements, but you looked at the young man's fear and somehow knew he desperately needed to get to Yast, no questions asked. You sigh... a deal's a deal.

"Head over to those asteroids, Captain, I'll go below and see what I can do to get more out of these engines. I'll double what you asked for our passage."

You try to live your life as a selfish gambler, but your intentions always get marred by your big heart. You try not to get involved, but inevitably become the center of adventure and intrigue. You're a rogue, a scoundrel, and a damned good oracard player... and unfortunately a reluctant hero.

DEVELOPMENT

Developing Abilities

Work on increasing that Personality score. You're not a warrior, you need to be able to talk your way out of trouble as much as possible. When the bullets and blasters start firing, you want to make sure you're on the winning side. Making friends is important to you, and making enemies is just bad business sense.

COMPREHENSION!!! Get this score up quickly, as it helps you get the low-down on what's really going on during a business deal.

Developing Skills

Increasing your Psychosocial skill will help you be able to talk your way past trouble. Increasing your Technician skill will help you with all the technical requirements of smuggling: security scanners,

creating smuggling compartments on ground vehicles, and defeating security systems. Taking some skill in Computers will help you with the establishment of multiple identities, for yourself or for those people you wish to smuggle.

And don't forget about getting some skill in a weapon or two. It's one thing to sell a crate of gyrojet pistols. It's another thing to pick one up and shoot an enemy. To be an effective smuggler, sometimes you'll need to be good at both of those things.

EQUIPMENT

Don't go too crazy and buy up all sorts of military equipment, though a concealed weapon or two never hurt. Make sure you keep Credits on you at all times. Your character probably feels less than comfortable about banks or other forms of investment. You want your Credits the old fashioned way: in your hand or in your pocket. You never know when there will be a guard to bribe or a vehicle to rent. Getting things from point A to point B isn't as easy as walking a straight line; it takes savvy. And savvy takes Credits. Fortunately, you have both.

Since you're not a combat monster yourself, it might be a good idea once finances allow for you to get some hired muscle. Credits will buy loyalty, and loyalty will mean protection. A couple of guys standing behind you with automatic rifles can sometimes help convince someone of just about anything.

When you can really afford it, get a combat robot to be your bodyguard. It costs more, but robots can be made to do amazing things in the modern Frontier.

EDGES AND FLAWS

Here are some suggestions for some edges and flaws, for those characters in games using these optional rules:

Edge: Friends in High Places

You know people who know people. Invoke this to get out of trouble at the right moment... or to get some information or a price off your head. Or use it to get some Credits by calling in a favor.

Flaw: Gambling Debt

You owe someone money. Not just anyone, but a guy who has the means to get it back. You'll occasionally run into thugs in the employ of your debtor, and they might want to hurt you. The referee invokes this flaw in order to force involvement from the powerful figure to which you owe the debt.

CHARACTER RACES

NAGANA

PHYSICAL STRUCTURE

The Nagana (both singular and plural) are evolved from a sea race, though their bodies are more snake-like than fish-like. Their lower body is a long tail, ending with a slight vestigial fin that doesn't really help them swim anymore. Their upper bodies appear more humanoid, with two long arms and a wider chest.

Skin coloration ranges from stark white to near black, with shades of gray being the most common. The skin reflects coloration from light sources, though, and they are very aware of this fact.

There is webbing under the arms of the Nagana, stretching from near elbow to near waist. On females, the fins have coloration but on males they are the same color as the rest of their bodies. In many respects, this takes on the role of luxurious hair does on a female among Humans.

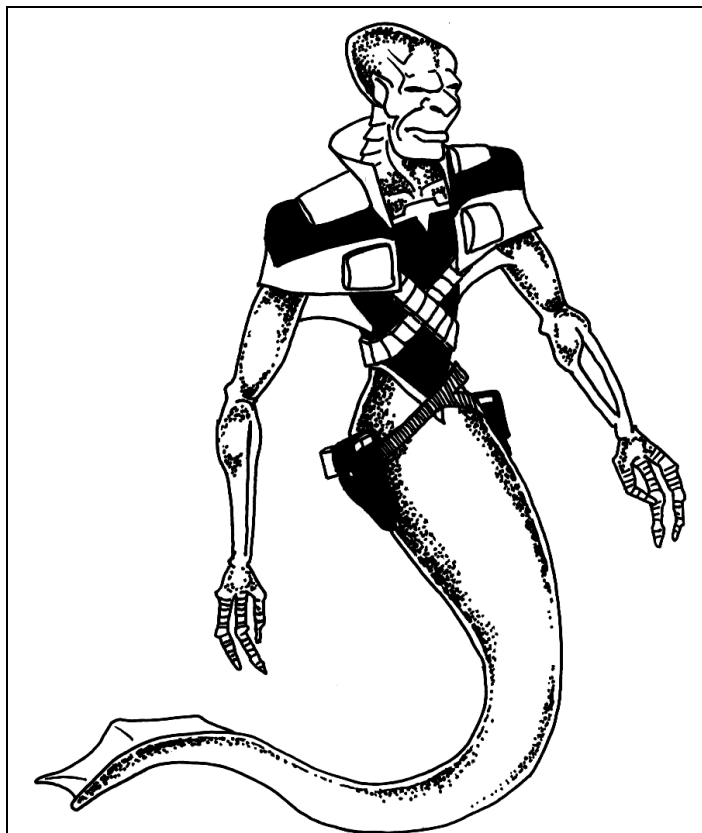
The forearms and three-fingered hands of the Nagana are quite thin, presumably to allow less resistance in water. The neck sports gills, which are actually functional. Eyes are well-shielded by forehead ridges.

SENSES

Nagana senses are similar to those of a Human, though their hearing is quite keen and their dual larynxes are worthy of note.

They are able to hear and speak in frequencies that exceed Human hearing and vocal ability. Some scientists believe that they once emitted a form of homing sonar when underwater but this ability has diminished over time in favor of using their mouth to communicate.

Nagana are annoyed by constant sonic disturbances (and therefore shun the use of sonic-based weapons and devices). When around such things (sonic swords, for example), they have a -10 penalty on any Intuition or Logic check because of the distraction. Ear plugs common to many industrial settings are sufficient to prevent this penalty.



Characteristics

Average Size	1.8 meters tall
Average Mass	60 kilograms
Average Lifespan	125 years
Reproductive System	heterosexual, viviparous
Body Temperature	29 degrees Celsius

SPEECH

Nagana speech is not very elegant by most other race's reckoning. They don't use harsh consonant sounds, having far too many vowels and "n" and "m" sounds in their language. It is not a complex speech pattern, and people from any race can learn it if given the time.

Nagana names tend to be full of vowels, and the letters "n," "m," and "s." All female names end in a hyphen followed by the suffix "na," while ruling caste have the prefix "An" followed by a hyphen. For example, a female ruling council member in Spyre (the capitol native city on Leen) might have the name An-molah-na.

SOCIETY AND CUSTOMS

The Nagana are not a space faring race. In their coral cities clustered around the larger lakes on Leen, the largest of the three moons of Terledrom (in the Fromeltar system), they have never developed any kind of faster-than-light drive. They haven't even developed the ability to reach the planet around which their home moon revolves. Their personal understanding of technology ends with simple mechanical ground and water vehicles. Their own weapons of war have been limited to simple projectiles: bows, spears, and within the past hundred years, automatic pistols and rifles.

The Nagana are generally peaceful and value art and beauty above all else. Their cities are works of coral splendor, with high spires erected in shapes that would seem chaotic alone but when looked at as a whole, the city is one giant piece of art. When Dralasites from Terledrom colonized on Leen, they met a nice coexistence with the Nagana and information, art, and sciences were exchanged.

They are not plentiful throughout the Frontier. When encountered, it is because some event has led one to leave the beauty of his homeland. As are all artists, the Nagana are driven by acts of passion and curiosity to understand and sense the environments around them. This sometimes drives them into the stars.

Despite the fact that they have not developed high technology on their own, they seem more than able to grasp its concepts. When encountering one in the Frontier, it is not impossible to find one with high tech professions or equipment.

Despite the fact that they, as a whole, are a peaceful species, historians and psychologists will agree that sometimes a race driven by passion can be more dangerous than one driven by greed.

During the second sathar war, the first fleet of Sathar moved to Terledrom and occupied it for some time when routed from Madderly's Star. The Sathar did not attack a single Nagana, instead opening trade negotiations with them.

ATTITUDES

The Nagana get along with all the other races, and tend not to judge people by their appearance. However, since the Vrusk tend to look similar to the sammanasa (predators from Leen), they find themselves distrustful and sometimes fearful of the insectoids. In fact, when found on Terledrom, they often have difficulties dealing with the ruling Vrusk council (the Pak) and only seem willing to associate with the elected Dralasite council (the Draog).

SPECIAL ABILITIES

Amphibious. The Nagana can breathe equally well in water and in air. They can exist in either for unlimited durations. This is the reason they tend to build their cities around lakes and other coasts. Some entire families live under the water's surface, never entering the air.

Their movement rate under water is exactly the same as their movement rate on land (though some scholars believe that prehistoric Nagana could move much, much faster).

Ultrasonic Communication. The Nagana can choose to speak at a higher, falsetto frequency. When doing this, only they can hear one another. Some natural animals can hear this frequency as well, and some are quite angered by it. They cannot use this ability to speak at ranges beyond which they otherwise could have spoken if using their normal, lower vocal frequency.

Their double set of vocal cords (one tuned for use under water, one tuned for use through air) can actually allow them to speak two different things, one in each vocal frequency range, at the exact same time. They can be telling you "hello, we come in peace" while at the same time saying to their Nagana companions "watch the little one, she has a gun."

In some circumstances, the referee may permit the Nagana character to make an Intuition roll to make out and identify ultrasonic frequencies, tracing them to their source or comprehending their general nature.

NAGANA CHARACTERS:

Ability Scores	
STR/STA	-5
DEX/RS	+5
INT/LOG	-5
PER/LDR	+5

Movement	
Walking	10 meters per turn
Running	20 meters per turn
Hourly	3 kilometers/hour

Special Abilities	
Amphibious	Can breathe, move, and act as equally well under water as they can on land.
Ultrasonic Communication	Can speak and hear in the ultrasonic range, outside the hearing of most other species.

ADVERSARIES

STANDARD SECURITY ROBOTS

Tachton Instruments is renown for creating robots for Frontier consumption. The robots they build vary in function, shape, and quality. But the security robots they build are very common. Most notable are the Alpha, Beta, and Gamma Class Security Robots.

The Alpha- and Beta-Class security robots are entry-level security systems. They have audio and video receptors to identify creatures. They use visual and audio patterns to check against a supplied database, and verify a security badge. They use their chronocoms to access the local computer system's employee roster.

Not extremely bright, Alphas have been known use tangler grenades on rats for not showing their badges. They are best deployed when a factory is closed. Betas have more problem-solving skills and can generally be trusted around employees on a regular basis.

The Gamma is Tachton Instrument's most amazing achievement. It is a marvel of independent thinking and resolve, never sleeps, doesn't take smoking breaks, and will keep your business safe. Really, really safe.

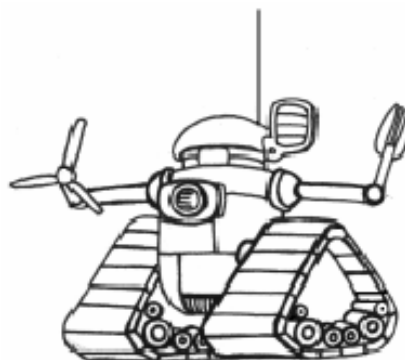
One of the keys to their innovation is their Personality Profile Chip, or PPC. It's artificial intelligence at its finest. WarTech Inc. has tried to purchase the technology to help make its combat robots more effective, but T.I. won't sell.

The PPC enables the Gamma-Class security robot to be deterministic in its task of keeping an area safe. It learns and adapts, nearly as effectively as an intelligent real person. It's relatively difficult to outwit a Gamma.

But that isn't the only thing that makes them unique. They are built of the highest technology, having internal weaponry and defenses that would make a combat robot proud. T.I. worried about the cost vs. payback of such an investment, but the results have been astonishing. Instead of an army of randomly-patrolling Alphas and Gammas, a company with the Credits to spend can purchase a single Gamma, and that's generally enough.

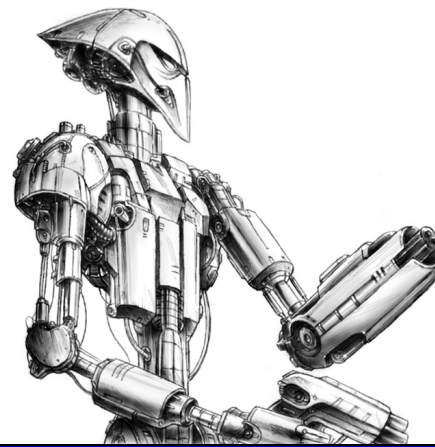
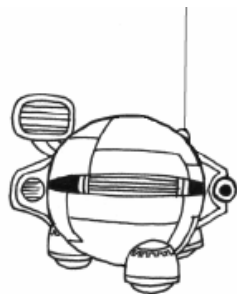
Some Gammas seem to take on a personal level of pride over the area they're charged with protecting. In one letter shared by Margaret Bouvia, CEO of Tachton Instruments, a factory worker was on his way home

and was attacked by several thugs. Out of the shadows came his company's Gamma, who took matters into his own hands and sent the thugs packing. Later it was explained that the Gamma had seen an incident earlier that week where that factory worker cut off and angered a hovercyclist on his way into work. A quick computer link with the city's conviction database showed that the cyclist was a known violent offender. So the Gamma had been keeping an eye on the worker, just in case.



ALPHA-CLASS SECURITY ROBOT

Level	Level 2 cannot converse verbally
Type	Security Robot
Body Type	Standard Body
Parabattery	Type 1
Move Mode	2 treads
Move Rate	10m/turn normal, 90m/turn max
Limbs	2 Mechanical Arms
IM/RS	+5/50
Stamina	100
Attack	50
Damage	by weapon
Programs	Restrain, Security Lock
Equipment	Chronocom, powerlight, 5 doze grenades, 5 tangler grenades.
Mission: Patrol Area, Capture Intruders	
Functions:	
Patrol: travel Area randomly	
Area: defined floor plan of building	
Capture: escort intruder to an available jail cell, attack if no compliance or jail cells full.	
Intruders: anyone without a clearance badge.	
Attack: call for other security, then detain the intruder using doze or tangler grenades. Can only restrain, not attack to kill.	



BETA-CLASS SECURITY ROBOT

Level	Level 3 can converse verbally
Type	Security Robot
Body Type	Standard Body
Parabattery	Type 1
Move Mode	Hover
Move Rate	10m/turn normal, 250m/turn max Movement is as per aircar.
Limbs	None
IM/RS	+6/60
Stamina	100
Attack	60
Damage	by weapon
Programs	Restrain, Security Lock, Self Defense.
Equipment	Chronocom, powerlight, Infra-Red Goggles, Electrostunner, albedo screen, 50 SEU beltpack, 5 doze grenades, 5 tangler grenades.

Mission:

Patrol Area, Capture Intruders

Functions:

Patrol: travel Area randomly

Area: defined floor plan of building

Capture: escort intruder to an available jail cell, attack if no compliance or jail cells full. Decides on its own what is the best way to convince intruder to come along peacefully before resorting to attack.

Intruders: anyone without a clearance badge. Suspicious behavior can also be detected among those who do have proper clearance badges.

Attack: call for other security if it deems necessary, then detain the intruder using the Restrain program (doze or tangler grenades, electrostunner in stun mode). Use the Self Defense program to use electrostunner in damage mode and use albedo screen only if intruders attack.

GAMMA-CLASS SECURITY ROBOT

Level	Level 5 can converse verbally, act independently, and can command other robots of Level 1-4
Type	Security Robot
Body Type	Standard Body
Parabattery	Type 1
Move Mode	Two Mechanical Legs
Move Rate	10m/turn normal, 90m/turn max.
Limbs	Two Mechanical Arms
IM/RS	+8/80
Stamina	100
Attack	80
Damage	by weapon or 2d10 punching
Programs	Attack/Defense, Security Lock, Computer Link
Equipment	Chronocom, power light, IR Goggles, Toxy-Rad Guage, Laser Pistol, Sonic Stunner, Albedo Screen, Power Backpack, 5 tangler grenades, 5 doze grenades.

Mission:

Patrol the Area, Protect the Area

Functions:

Area: the complete three-dimensional schematic of the installation/building, plus all items, vehicles, people, and property. Interpretation of "Area" can be as specific or as general as the individual robot decides based on how dangerous the threat and how well equipped the robot is to deal with it. Note that "Area" could also refer to the corporate computer network.

Patrol: patrol regular problem areas first, then randomly as time permits. This includes the use of corporate vehicles if necessary. The robot searches not only for infiltrators, but clues and signs of an infiltration.

Protect: identify threats to the Area and eliminate those threats through any means that seems necessary to the situation.

NEW RULES

EXPERIENCE POINTS

The main rules book explains the guidelines for distribution of experience points (X.P.), but it's quite vague. This article attempts to organize it into a simple process.

THE OLD WAY

Each session you earn 1-3 experience points depending on whether or not a goal was reached and how well it was overcome. To the average, a character should receive between 3 and 7 experience points. No more than 10 experience points per gaming session. But what constitutes a "goal" and how many should there be?

THE NEW WAY

At the end of a game session, the referee goes through the following checklist with each player. One experience point is awarded for each of these that apply.

This will result in receiving 3-7 experience points per session, with no more than 10 being awarded, just as in the original way.

1. **Survival** – All characters will earn this one. Your character will receive one X.P. just for surviving the session. Even if he learned nothing, and did nothing. Just being around greatness can rub off.
2. **Ability** – if you made an ability check during the session, you will be awarded one X.P. This is to represent physical and mental development. Of course, you don't have to spend that X.P. on that ability.
3. **Skill** – You get an additional X.P. if you made a skill check at some point during the session. It doesn't matter if that skill check resulted in success or failure. Testing your knowledge and training will result in excellence.
4. **Discovery** – Characters earn one X.P. if the player can say one previously unknown thing that his character learned about the frontier or its people. Players can be creative here, but the purpose of this award is twofold: first, it allows a character to grow based on knowledge as well as practice. Second, it helps a player summarize in his mind something about the game setting, helping him to gain a better picture of it in his mind.
5. **Role-playing** – You get one X.P. if you role-played your character well. This is determined by the referee. The more solid your character concept and background story, the more likely you'll get this award. This award shouldn't be given out lightly; rather, it should be given if a character loses out on something or takes on additional complexities just to stay in character, when violating a character concept would have been easier and more beneficial.
6. **Innovation** – If you faced non-combat obstacles (such as security devices, pits, puzzles, etc.) that required you to take a direct role in overcoming, you'll get an additional X.P. This shouldn't be given freely just because some obstacle existed; it should be given to reward characters for coming up with an innovative solution to an obstacle.
7. **Notoriety** – legends are made by people telling tales, not by the deeds themselves. People tend to try to live up to the tales told about them, and it is sometimes the carrot that leads a donkey to greatness. If your character saved innocent people, overcame obstacles in a manner that onlookers will remember, or allowed enemies to live on to spread the tales of his toughness, your character will be awarded one X.P. It doesn't matter if the notoriety you gain is in the form of fame or infamy (all press is good press?)
8. **Personal** – if your character had a personal stake in the adventure (it centered around family members, friends, contacts, etc.) then he or she will gain an extra X.P. This shouldn't be given out freely; this award is to represent those rare adventure sessions where players find themselves extremely wrapped up in the story because of how it directly affects the development of his or her character's concept.
9. **Victory** – Any character who engaged in combat of any type against enemy creatures, robots, or people and lived to tell the tale are awarded 1 X.P. The Frontier is a dangerous place, so this is one category the player can almost count on!
10. **Success** – If this session had a main mission or story goal (determined by the referee) and you were successful, you receive one X.P. Success of a mission isn't any more heavily weighted as using your skills or abilities or surviving the session.

SKILLS

The skill system has been criticized as boxy and restrictive, disallowing many character conceptions and not rewarding high ability scores. This article tries to make skills more playable without breaking the mechanics or giving the game a foreign feel.

PRIMARY SKILL AREAS

There are still three categories of skill, called PSA. They are: Military, Biosocial, and Technological. The optional Mentalist PSA still exists unchanged. When creating a character, you still must select one of these.

LEARNING SKILLS

This goes unchanged. Players spend the necessary experience points (which vary by level and whether or not the skill is in the character's Primary Skill Area), still require training, etc. Just as before, when you learn a skill, you automatically know and can use all subskills that come with it.

SKILL LEVELS

Skills are still rated in levels, and there are still six degrees of it. The table below gives a summary:

Skill Level	Description	Education/ Experience
1	Basic Knowledge, Intern	1 yr
2	Journeyman, Associates Degree	2 yrs
3	Professional, Bachelors Degree	4 yrs
4	Expert Knowledge, Masters Degree	6 yrs
5	Elite Knowledge, Doctorate Degree	8 yrs
6	Mastery, Frontier Leading Expert	10+ yrs

So a character with a level 4 skill is considered an expert at that skill, and is the equivalent of someone with six years education and/or experience in that specific field.

USING SKILLS

Skills are used differently. Previously, abilities had nothing to do with skill success rates. Thus, a dexterous character had no better chance to move silently than a clumsy one - skill level was all that mattered. In this system, abilities DO matter. Depending on your character's relevant ability score, you'll receive a modifier to your chance of success based on the table shown here.

Ability	Mod
01-10	-20
11-20	-15
21-30	-10
31-40	-5
41-50	+0
51-60	+5
61-70	+10
71-80	+15
81-90	+20
91-100	+25
>100	+30

Note: Combat skills do not receive this bonus. Their chance to succeed is already based on your ability score.

UNSKILLED SKILL CHECKS

If your character doesn't have a necessary skill, he can still take a stab at using it. Normally, this simply means not receiving a level bonus (do the math but

assume his level is zero). Some subskills, however, cannot be used unskilled; they simply require too much training or specialized equipment. Your referee has the final say on whether or not a skill can be attempted.

For example, your character wants to sneak past a guard. The referee tells him to make a Stealth roll (that's a subskill of the Environmentalist skill, which your character has no levels in) with Dexterity as a modifier. Your character has a DEX score of 75, so you get to add +15 to the base chance. The base chance of Stealth is listed as "20% + level" so your chance of success is 20+0+15=35%.

SPECIALIZATION (NEW OPTION)

Some characters in movies and books like to specialize in a specific application of their skills. This allows them extra capabilities in that field (subskill). For example, your character is a skilled Psychosocialist, but you really excel at the art of Persuasion.

Cost. Purchasing Specialization costs a number of experience points equal to what it would cost someone of that skill's PSA to purchase the skill at Level 1. The following table shows Specialization Cost:

Skill Type	Specialization Cost
Military PSA	3 XP
Technological PSA	4 XP
Biosocial PSA	5 XP

Benefits. Whenever you perform an action related to that subskill, you get +10% to your chance of success. You can never specialize in more than one subskill of the same skill. For example, your field medic character might specialize in Minor Surgery. Later, he cannot specialize in Major Surgery because he already has a field of study within the Medic skill.

Weapon Skills. For weapon skills, you specify weapon. For example, your character has Beam Weapons and specializes in Electrostunners. Whenever you use an Electrostunner you receive a +10 bonus to hit, in addition to any bonus derived from your level.

Martial Arts. For this skill, specializing really makes little sense. Martial Arts is virtually a subskill of Melee Weapons in this author's opinion. However, for the sake of completeness, you can specify specialization in one of the following applications of Martial Arts: Punching, Kicking, or Wrestling.

OTHER TYPES OF SPECIALIZATION

With the referee's approval, you may be able to purchase specialization in other types of actions for which no skill exists. The cost of such a skill-less specialization is 10 experience points. Examples include: Defending, Leaping, Driving, etc. This is the only way to represent personal talent in these areas. You'll get +10 to any roll relating to your specialization.

ADVENTURE!

A lot of material has been presented in this book, not all of it fully-fleshed-out. There was a reason for this. As was pointed out to me in a conversation with another Star Frontiers fan, part of the appeal of the game has always been that it presents just enough detail to get you going, but enough background and ideas that your own imagination is sparked to high adventure. I hope I've remained true to this concept, because it is my goal to bring about a Star Frontiers revival without making the game change in feel or flavor. What follows is a series of adventure ideas to get those creative juices flowing!

THE LONG ROAD TO RHALD'RAN

The characters are hired to transport a shipment of legal goods (four crates of synthetic cloth, three canisters of crystallized gruth beans, and two dozen boxes of dehydrated rations, total value 6,500 Credits) from the city in which they begin play to Rhald'ran, a distant town. They are even offered the ground transport to do it in (of course, they must return the transport in good shape or be liable for it). Sounds like an easy way to earn 500 Credits.

On the way they pass ruined outpost after ruined outpost, with evidence of warfare and scavenging in each. Perhaps they have an encounter along the way, something animalistic feeding on dead bodies in an outpost that takes offense to the character's presence. When they get to Rhald'ran they find the people paranoid and on guard, very suspicious and very afraid.

Rhald'ran is a religious outpost, a town of pacifists and zealots. They don't believe in shedding blood, even in defense. But they have a problem... they've heard rumors of the neighboring outposts being razed, and now their children have begun disappearing in the night. Several of their "brothers" and "sisters" have turned up dead, and now that men have arrived with weapons, they believe their god sent the characters in answers to their prayers.

Although this all seems strange, the truth is often simpler than one would think. A pirate ship has landed a few hundred kilometers east of here, after finding deep running veins of valuable minerals in the mountains. They're mining it, and using children to do a lot of the work (their mining equipment was stolen from a Dralasite mining ship, so they need short people to do the work!) The smaller outposts that have been destroyed were just them getting vehicles, women, credits, and food to keep up their piracy.

The pirate captain is a wicked Vrusk named Ckitk, and he has no conscience. He's very practical, and will do what needs done. He's also not stupid - he'll escape if he can (an enemy for later!)

If the characters return the children and other captured prisoners, the Rhald'ranians will reward the characters

with admiration and praise, food and healing. Unfortunately, though, they have nothing to offer them financially. The characters will be regarded as heroes and can come back any time for food and rest.

THE FALL OF TOMORROW

Three months ago, a colony ship called the UPF Tomorrow sent out a distress signal, saying their engines had failed. That was their last message, and they never arrived at their destination. It has been calculated based on their previous trajectory that the Tomorrow must have crashed in the mountains of one of the planet's yet unnamed moons.

The characters have been hired to investigate the wreckage, recover the "black box" from the Tomorrow, and look for any survivors. They will be dropped off by a commissioned mining ship, which will pick the characters back up on its way back from its own destination. The characters will be alone on the planet for three weeks to accomplish their task. They are offered 1,000 Credits apiece, and are provided with half up front.

Finding the wreckage isn't so hard. Once close enough, the captain of the mining ship locates it with his short range sensors, landing the characters very nearby in a landing skiff. Once on the ground, the skiff is recalled.

The remaining crew have had to abandon the wreckage, because a Gamma class security robot has been damaged in the wreck and has gone rogue, thinking anyone on the ship is there illegally. It's stuck in a loop with its attack/defense program, and will attack on sight. Anyone who lists functions will notice, however, that the robot isn't damaged; it's been tampered with!

Tracking the crew is dangerous, as the salt forests of the moon are not safe. They find bodies along the way of dead crewmen, clawed to death by something savage. A native predator is hunting the crew... and now the characters too!

When the characters finally find the crewmembers, there are only two left: the ship's pilot (a Dralasite) and doctor (a human). By the time they find the crew, they have precious little time remaining to get back to the landing site to make their rendezvous. If they make it on time, the plot takes a small twist: The doctor will attack them with a concealed laser pistol. It turns out the doctor was hired to sabotage the colony mission and he's the one who damaged the engines and reprogrammed the Gamma. He was supposed to be picked up by his employer two days ago... but he never came - the doctor was double-crossed! The doctor doesn't want the evidence from the "black box" to make its way back to UPF, or he'll be in big trouble. So he tries to eliminate the characters and destroy the evidence, then get away on the skiff when it arrives! With any luck, he'll be able to spin all of this into him being the hero...