

Introduction

The Space Dogs universe is home to a wide array of species, both sapient and not. Humans are the latest addition to the starlanes, but they were certainly not the first introduced to an already bustling galaxy, nor will they be the last.

The Threat Guide to the Starlanes is a companion book to Space Dogs RPG, offering a large number of NPCs, both friend and foe, which make up the inhabitants of the starlanes. In addition, you will find more of the setting, more mecha, and a variety of starships and stations, including full layouts of their interiors for running potential firefights and boarding actions.

While this book is primarily for GMs, the starships, mecha, and gear can be of great use to player characters as well.

Using This Book

This book has four main sections; Foes and Allies, Starships, Exo & Mecha, and Starlane Armory.

Foes and Allies is largely an expansion of Chapter 18: Potential Threats in the core book. It includes all of the foes there with expanded entries including tactics and potential encounters. In addition, there are a much larger variety of stat blocks of those species as well as other species, such as the monstrous volucris. There are also tips for designing encounters as well as dozens of hooks to use at your table to use as the basis for entire adventures, with several attached to each faction which the PCs can encounter, both as allies or as enemies.

The Starships chapter explains the rules for customizing starships either for the PCs or potential

foes. In addition, there are more than a dozen starships with full layouts, including the massive Magnus which can be more than a kilometer long.

The Mecha chapter adds to the variety of exo-suits and mecha available to the PCs as well as a few mecha which other species are known to use.

Finally, the Gear chapter includes a mix of specialized equipment, weapons, armor, and vehicles. Many of these have special rules, left out of the core book in part to keep it more streamlined or are special weapons or equipment not used by humans. But once you have mastered the base rules, adding the gear here to use by PCs or their foes can add extra depth and variety to your games.

Additional Special Rules

Paired: If you have 2+ identical NPCs in an encounter, you should generally pair them up in the same square (up to 4 if they can swarm) and have them attack the same target. Then when rolling, roll once for attack and damage and multiply the final damage by the number of NPCs. This can help speed up gameplay and keep the action fast and furious.

For example, if eight alanny ruffians are in an encounter they should move in two blocks of four. If one block fires their pistols at Yuji they roll 2d8+3 to hit and roll a 12, hitting, then they roll 2d6 for damage and roll a 6 for damage. As Yuji is wearing armor with 4 damage reduction, that damage is reduced to 2. Since there were four alanny who fired at him, Yuji takes a total of 8 damage.

Chapter 1: Foes and Allies

Naming Conventions: You might notice that many of the unit names seem a bit odd. That is because aside from species names, these are what humans refer to them as rather than official names. Generally soldiers, especially in combat, don't come up with the most artistic shorthand for their enemies.

Designing Encounters: Encounters should rarely if ever be a single powerful foe. For example, if your players are a group of three level 5 PCs (GCL 3 iron) you would want to think twice before putting them up against a Krakiz Spearhead (Threat Rating of Iron 5). Per the Threat Level guidelines, it seems like a challenging encounter which is very reasonable for the PCs to deal with normally. However, the Spearhead's offense is concentrated. This means that a single hit from them has the potential to be deadly, especially if she is able to land a critical hit. As a GM, you should try to limit the chances of only a single dice roll deciding whether or not a PC lives or dies.

If you as a GM wanted to have an encounter with the warchief a group of krakiz pirates for that same group of three level 4 PCs, you would be better off having them fight a Krakiz Chieftain and a pair of her Krakiz Marauder henchmen (Iron 5.5). While this encounter would be a slightly higher threat rating, a single roll of the dice is less likely to kill a PC, and the encounter with three foes will likely be more interesting, especially with how it meshes with the Morale rules.

The Threat Guide has listed unit combinations to get you started. These units are designed to give an interesting mix of foes for your players to go up against. You may notice that many of them have a single higher Break TN foe as their leader. This is intentional, as trying to focus upon that target can lead to interesting gameplay as the players try to get the entire unit to break using the Morale rules. The full unit's threat rating is given, rounded to the nearest whole number.

It should also be noted that due to the effects of Morale checks & breaking, foes are usually better off coming at the PCs in waves, allowing the defeated units which break time to regroup and calm their nerves.

Differences in Kind: In addition to what is discussed in Chapter 12: Gamemastering of the core book about pacing and changing between fast and slow scenes, you should also try to adjust how different encounters play out. Generally there are two ways to differentiate encounters; either differences in scale or differences in kind.

Differences in scale are easy to achieve, but should be used sparingly. Either an encounter might end up too easy and feel like a waste of time, or it becomes a death sentence. Both are fine occasional, easy encounters to help show the players how their characters have grown, and deadly encounters where the PCs have the chance to flee.

Most often you should use differences in kind. And a resource such as Threat Guide to the Starlanes is a great place to start. Here you will find scores of potential foes to throw at your players as well as easy set-up to create more. While each session of your Space Dogs campaign is likely to have a theme, try not to fall into a rut and just keep throwing similar foes at the PCs. In fact, most potential foes are designed to have differences in kind inherent. Coming up against the ravenous volucris can get repetitive if it's the same 1-2 foes over and over, but there are nearly a dozen volucris to mix and match into different match-ups.

Similarly, even two encounters against the same foes will play out very differently depending upon the terrain. More than in most RPGs, terrain shifts gameplay in Space Dogs. An encounter against long-range capek

legionnaires will play out very differently if the battle starts at long range with cover and chokepoints than if the battle takes place in a largely empty warehouse. Though of note; you should generally avoid empty encounters, as terrain adds a lot of depth to the combat, and ranged combat is designed with the assumption that there will be some amount of cover available.

Organization: Besides starting with the NPC specific Talents and Templates, this chapter is organized in alphabetical order by faction.

Foes and Allies Factions

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NPC Talents

There are some Talents which are designed only for use by NPCs. Mostly these are because they affect things such as Morale which wouldn't be relevant to a PC. Besides being NPC only though, they are chosen in exactly the same manner as a normal Talent, though they may also be chosen as a psychic Talent.

Hold the Line
Requirements: Willpower 4
Cost: 2 Psyche
Used: Initiative/Morale Phase
Use: If an NPC uses Hold the Line before making their Initiative/Morale roll, the TN of their side's Morale Test goes up by 3.

Making an Example
Requirements: none
Cost: 2 Psyche
Used: After failing a Morale Test.
Use: The NPC may act this turn as if the Morale Test was passed, though his allies do not. If they attack one of their allies who has broken and deal Life Point or Psyche damage they may immediately make another Morale Test for their side with a bonus to their Break TN equal to the damage dealt.

Run Away!
Requirements: none
Cost: 2 Grit
Used: After failing a Morale Test.
Use: The NPC may make a bonus move action at the beginning of the Movement Phase to try to escape their foes.
Note: The NPC can still move normally when their turn comes up.

Beast Handler
Requirements: Being within 10m (5 squares) of an allied Beast of a larger scale than yourself which is above 0 Life & Psyche
Cost: 1 Grit
Used: Initiative/Morale Phase
Use: This NPC gains a +2 to their Break TN for the turn.

NPC Templates

This is an expansion of the templates listed in the core book. To keep everything in one place, those from the core book are also included here, but more have been added.

If primary species attributes are changed, secondary/tertiary attributes need to be adjusted to make it so there are two each.

Alpha – Non-Sapient NPC Template

+5 Vitality (if have Vitality)

+2 to three physical attributes

+2 Willpower

+2 Mettle

+2 Skill Rolls & Awareness TN

A non-sapient will sometimes be larger, stronger, and more aggressive than their kin. That is an alpha; a leader of beasts.

Leader – NPC Template

Change Willpower & Sharpness to primary species attributes

+1 Break TN

Bonus Elite Talent: Any One NPC Talent

An NPC with the Leader template is one who has others under their command, leading them both in battle and in day to day life. In battle they likely aren't the best combatant, but their leadership can be the lynchpin which holds their allies together. If the PCs are up against a Leader, they should likely place target them early in the fight with the hope that their fall will break the enemy's will to fight.

Protector – NPC Template

Change Stamina to a primary species attribute

+2 Durability or +5 Vitality

Bonus Elite Talent: Fight Me!

A specialist is being able to take a beating, a Protector NPC will often use a heavy shield and/or focus on melee so as to better protect their allies.

Savage – NPC Template

Change Willpower and Sharpness to tertiary species attributes.

-1 Penalty to Sharpness

-2 Break TN

An NPC with the Savage template is not fully civilized in the same way as others of their species. This can be for a variety of reasons, most notably from species who do not care for their young in the same ways that humans do. Often their offspring are left to fend for themselves until they reach physical maturity before being educated and civilized. But just because they aren't educated in the three Rs doesn't make them any less dangerous.

Scout – NPC Template

Change Sharpness to a primary species attribute

+4 to Awareness TNs and Investigate roll bonus equal to ½ level (rounded down)

Scouts are NPCs which are focused on keeping an eye out and will likely have weapons which let them take advantage of their higher Sharpness than others of their species.

Alanny

The alanny are small, usually standing slightly hunched over at little more than half a meter. They are feathered, their feathers normally a shade of grey or black, but they commonly color some of their feathers brightly and in elaborate patterns, especially along their wings. Unlike most feathered creatures from Earth, the alanny have neither beaks nor do they have true wings, instead their front limbs, or 'arms' for shorthand, are attached to their waist with a thin sheet of flesh, something like that of a flying squirrel. In the same way, the alanny cannot truly fly, though they can jump and glide impressive distances, and they can ride the prevalent thermals and updrafts of their homeworld.

The PCs will come across alanny in nearly every star-system, as they are curious by nature, and they are the most widespread of any species throughout the starlanes. While alanny can be found doing nearly any job, they have a reputation as information gatherers and spymasters. And while nearly all of the starlanes' successful information brokers are alanny, that doesn't mean that most alanny are cunning spymasters. Most alanny are just people with jobs who want to be safe and carry on with their lives.

It should be noted that due to their social nature and near lack of individualism, it is rare to find an alanny in anything like a solitary job. In fact, if you want to hire an alanny for a job, you really need to be hiring both them and at least half a dozen of their flock brethren, as they don't do well alone for extended periods. In the same way, when alanny want to relax they gather together in large groups with loud music and colorful lights, more like what humans would consider to be a nightclub than anything relaxing.

The alanny do not have the same sorts of personal space issues as humans and some other species. So, while they are generally rather outgoing and curious, many humans find that being around them for long can get awkward. On the other hand, other humans find their curiosity refreshing since so many throughout the starlanes avoid interacting with humans much due a combination of distaste and fear of the builders' enforcers.

Research TNs	Information Found Researching Alanny
2	These are alanny (name on sight).
5	Alanny cannot fly, but they can glide long distances.
10	Alanny are the species most widespread across the starlanes.
15	The majority of the most powerful information brokers across the starlanes are alanny.
25	Alanny do not have territory or nations, instead they are organized into clans.
50	Proportionally few alanny are involved in any anti-builder or anti-human movements.

Alanny Base Ability Scores

Brawn: -3 (minimum of 1) (Species tertiary)
Dexterity: -1 (Species secondary)
Agility: +0 (Species primary)
Stamina: -2 (Species secondary)
Sharpness: +0 (Species primary)
Willpower: -1 (Species tertiary)
Damage Reduction: 0
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters) – Nimble /15 sqs Glide
Break TN: 9+Willpower
Height: 0.5m-0.7m
Weight: 12kg-20kg
Swarm: Due to their small size, alanny gain an additional +1 Dodge Defense bonus and up to four may fit in a single square.

Nimble: Alanny gain +10 to Athletics checks made to climb and may climb any surface with a TN of 20 or below without making a check. In addition, they gain +1 square of movement to their final distance when climbing.

Note: When not making a check, Alanny may climb at ½ speed.

Glide: Alanny may not be able to fly, but they can glide from place to place with ease. They may move at their Glide speed when jumping or when ending in a lower location than they began. For the first 5 squares and every 5 squares thereafter they must go down a height of at least half a meter. In addition, unless they're unconscious, Alanny never take falling damage.

Group over the Individual: The alanny do not increase the TN of their Morale Test due to 'Death'.

GM Note: The vast majority of alanny are entirely normal characters with no levels in Thug.

Alanny - Normal	
Threat Rating:	Lead: 1/4
Iron: 0	
Steel: 0	
Brawn: 1	
Dexterity: 2	
Agility: 3	
Stamina: 1	
Sharpness: 3	
Willpower: 2	
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters) – Nimble /15 sqs Glide	
Standard Weaponry:	
Hold-Out Pistol (one hand) – Attack 2d8+2(-6) / 2d4+3 dmg	
Durability: 1	
Damage Reduction: 0	
Dodge Defense: 8 / 12 run	
Body Defense: 5	
Mental Defense: 6	
Break TN:	11 - Group over the Individual

The alanny looks you up and down curiously as he turns his head to the side, shoulders twitching oddly to ruffle the neon colored feathers up and down its arms.

Encounter: The vast majority of alanny are normals. Alanny are also the most populous species of the starlanes and are known to travel and intermingle with other species more than any other major species. This sort of alanny will be encountered on any major space station and the vast majority of the minor ones.

Alanny Flock Ruffian (Thug 1)	
Threat Rating:	Lead: 1/2
	Iron: 1/4
	Steel: 1/10
Brawn: 1	
Dexterity: 3	
Agility: 5	
Stamina: 2	
Sharpness: 4	
Willpower: 2	
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters) – Nimble /15 sqs Glide	
Standard Weaponry:	
Pistol (two hands) – Attack 2d8+3 (- 5) / 2d6+4 dmg	
Pistol (one hand) – Attack 2d8+2 (-5) / 2d6+4 dmg	
Durability: 2	
Damage Reduction: 0	
Dodge Defense: 10 / 14 run	
Body Defense: 5	
Mental Defense: 6	
Awareness Spot/Notice TNs: 10/15	
Break TN: 11 - Group over the Individual	

While hardly intimidating, this alanny's eyes seem to constantly flick around, sizing up you and everything around you. While small, a proportionately large firearm is holstered across the alanny's back, a blatant statement to all that he is not to be trifled with despite his small size.

Many flocks of alanny will have at least a few members who know how to fight in order to deal with any potential trouble that they may run into. While not warriors as other species would think of them, in groups these alanny should not be underestimated when forced into combat. Some flocks will have all of their members learn to fight, and a full flock of a dozen or more can be a force to be reckoned with.

Encounter: When encountering a flock of alanny, its likely that at least a couple of its members are ruffians. That isn't to say that they are soldiers; far from it. They are more like a militia who have normal jobs, and who also know the very basics of combat. Besides protecting the flock from external threats, ruffians also act as the flock's deputies.



Occasionally the players may come across a flock made up entirely of ruffians or other combat trained alanny. In general the alanny prefer to outsource their combat to others, such as Space Dogs, but sometimes that isn't an option, and such flocks are the alanny clans' solution to those problems.

Tactics:

As strange as it may be for such a weak species, often the safest place for the alanny is in melee. If their foe is lightly armored, the alanny can overwhelm much larger foes, swarming them in melee.

More commonly, alanny will be fighting while they fall back to wait upon allies or perhaps to just run away entirely.

If the ruffians do have to stand and fight, they will try to make use of emplaced defenses, as the emplacement can allow them to bring much more powerful weapons to bear than they can with small arms.

Alanny Spymaster (Thug 2 – Leader Template)	
Threat Rating:	Lead: 1
Iron: 3/4	
Steel: 1/2	
Brawn: 1	
Dexterity: 3	
Agility: 4	
Stamina: 2	
Sharpness: 5	
Willpower: 4	
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters) – Nimble /15 sqs Glide	
Standard Weaponry:	
Pistol (two hands) – Attack 2d8+3 (-5) / 2d6+5 dmg	
Pistol (one hand) – Attack 2d8+2 (-5) / 2d6+5 dmg	
Durability: 2	
Damage Reduction: 0	
Dodge Defense: 9 / 13 run	
Body Defense: 5	
Mental Defense: 8	
Awareness Spot/Notice TNs: 10/15	

Break TN: 14 - Group over the Individual

Skills: Haggling/Trickery (4)

The alanny sits on the bench, her legs dangling in the air as she takes a sip of something from a glass. Setting down the glass, she spreads her arms wide and gives you a bucktoothed smile of confidence over his purple kerchief as if to say, 'anything for the right price'.

A skilled information broker, this alanny is undoubtedly in a flock where several other members know how to defend themselves. He may even have the services of mercenaries such as krakiz or purchased chimera, but a direct conflict is unlikely to be his first course of action when more subtle methods might still work. Unless the payout is huge, a spymaster is unlikely to put herself up against any Space Dogs if he can help it. Space Dogs might find them to be allies if the Space Dogs have either money or valuable information in trade, though they also shouldn't be surprised if the spymaster is more than willing to sell information about them to their enemies if the price is right.

Encounter: While they are a tiny percentage of the alanny population, alanny spymasters are infamous throughout the starlanes. As Space Dogs, the players are reasonably likely to interact with spymasters. The players may approach the spymasters' flock looking for information, or the spymaster may reach out to the players with a job. The job may be for the spymaster himself, or he may be acting as a middleman for a third party who is either too afraid to deal with humans personally, or they don't want to be seen interacting with garbage eaters.

Alanny spymasters don't generally hang a sign outside of a storefront advertising their presence, so the players may need to ask around to find one. In addition, the alanny spymasters have an unofficial network of information, so if the players are able to give a good impression to one spymaster, there is a good chance that their reputation will proceed them with other spymasters, even those lightyears distant.

Tactics: As a combatant themselves, a spymaster is little better than a ruffian, and he knows it. If a fight does ensue, a spymaster is no hero, and she'll be more than willing to cut and run, relying upon more subtle methods and machinations than direct combat to get their revenge later.

If the spymaster has an inkling that a situation may devolve into combat, she will likely have one or more safeguards in place, whether guards, turrets, or poisonous gas ready to vent into the room along with an escape hatch and gas mask. The spymaster knows that she is no match for most foes in a direct conflict, so that is something which she avoids whenever possible.

Alanny Encounters

These encounters are not the most common flocks of alanny throughout the starlanes, but instead they are examples of flocks for which you are most likely to need detailed stats for. Flocks full of traders, mechanics, shipyard workers, and/or plumbers are more common than the flocks listed here. However, as much as may hurt, the players are unlikely to get into a fight with their plumber over the bill nor are you likely to need to know his attributes or Life Point score.

Listed here are some of the more common groups of alanny which the players may run into in a more contentious situation, though that doesn't mean that they should only be used when a fight is going to break out.

A Flock of Spies

4 Flock Ruffians
1 Spymaster
Threat Rating: Lead: 3
Iron: 2
Steel: 1

These alanny seem to watch your every move, their darting eyes seeming to take in every piece of information about your appearance, and maybe even what you're planning.

Encounter: When a group of Space Dogs want information, an alanny spymaster is likely to have the information that they need, or at least know where to point them to find it out. Of course, their knowing the information and sharing it with the players are two very different things, at least not without a substantial price.

The spymaster will use his high negotiation skill to increase the price of their information as high as they can, though of course the players can always refuse.

Tactics: While the flock will avoid combat when possible, if unavoidable they won't back down before drawing blood, scattering to take cover and aiming with their pistols at close range

If they think that their chance of victory is slim the Spymaster may start to run before the flock's morale breaks.

Note: The actual combat threat of this encounter varies greatly depending upon the armor which the PCs are wearing.

A Flock with Muscle
4 Flock Ruffians
1 Spymaster
6 Chimera – Razorbacks
Threat Rating: Lead: 9
Iron: 6
Steel: 4

The razorbacks look out of place towering over their alanny masters, their beady eyes occasionally flashing to their alanny masters for instructions.

Encounter: Rather than relying upon themselves for combat, this flock has purchased several chimera to act as their muscle.

A flock such as this might be involved in rather shady dealings. While no clan has laws against it, amongst alanny it is generally considered low class to purchase chimera.

The players might run into such a flock if they cross paths with an alanny criminal element. Not necessarily an enemy, the alanny criminal element might have access to information that even other information brokers don't have, though the price they ask for may be suspect.

Tactics: In combat with A Flock with Muscle, the alanny will scatter, avoiding combat and only taking pot shots from cover. The chimera will use their strength at close range to try to deal with any sort of threat in melee. If the chimera all go down, the alanny will likely try to make their escape even if they haven't broken yet.

Alanny Adventure Hooks

- The PCs need some information that an alanny info broker has, such as where an elusive bounty is hiding, though it can be nearly anything. However, the broker isn't as interested in the credits that the PCs can give him as what sort of favors they can do for him.
- An alanny info broker has a meet with a client for what is potentially an extremely lucrative deal, but the client isn't totally trustworthy. To be safe, the broker wants to bring along some extra muscle, and the PCs are just the sort of muscle that she has in mind.
- Several weeks ago, several alanny stole a valuable shipment and went rogue from his clan, thinking that they could take it to one of the more remote startup colonies, no one would ask questions, and they could be rich. The clan can't stand for that, but they're relatively small and don't have any reach outside of their star-system. So the clan hires the PCs; the Space Dogs can keep the shipment so long as they bring the perpetrators back for the clan's justice.
- The PCs are hired by an alanny trader to protect his freighter as he makes several warp jumps through less trafficked systems. While it starts as a rather normal job, it turns out that the trader wasn't entirely forthcoming on what he's hauling.

Berlichs

Besides their cybernetic upgrades, berlichs vary a great deal in their general outlook, though they seem to be more curious than most species; perhaps that was the reason that they refused to be penned into their home system like so many others seem to prefer. However, while most seem to be peaceful, there is a minority who extend their general dislike of relying upon other species to seeing themselves as superior, and therefore the species which should dominate all others. This minority are aggressive, and also seem to generally be those which are most heavily upgraded for combat, making them dangerous foes.

The cybernetics of the berlichs seem to be surprisingly custom rather than standardized for mass production. It is unknown whether that is due to the nature of their technology needing to be customized for their user or if it is primarily for cultural reasons. There also seems to be a limit to how many different upgrades that an individual berlich's nervous system can take. Nonetheless, the berlichs' combat based cybernetics seem to be of several general categories which we have designated and listed below.

Research TNs	Berlich Information Found
3	These are berlichs (name on sight).
6	Berlichs are known for their widespread use of cybernetics.
15	Berlichs will rarely if ever hire other species for security in any but the direst circumstances.
20	The berlichs are more likely to be anti-builder and anti-human than any of the other major species.
30	The Assembly of the Chosen is a near religious organization which nearly all berlichs revere.
55	Berlichs see other berlichs with cybernetic upgrades as a mixture of abominations and martyrs.

Basic Berlich

While a decent percentage of berlichs which travel the starlanes are upgraded, the vast majority of the berlichs' population isn't; sometimes referred to as 'basic'. Without upgrades, berlichs are unsuitable for combat, being rather slow and awkward. The basic berlichs have an odd sort of relationship with their upgraded kin. While they honor the upgraded berlichs, it is in the same way that other species might honor martyrs to a cause, it also seems that the upgrades themselves are somewhere between distasteful and disgusting to most of them.

Berlich Base Ability Scores
Brawn: -1
Dexterity: -1
Agility: -1

Stamina: -1
Sharpness: -1
Willpower: +0
Damage Reduction: 0
Base Movement Speed: 0sqs (0 meters) / Run: 1sqs (2 meters)
Morale: 5+Willpower
Height: 1.1- 1.4 meters
Weight: 35kg-65kg

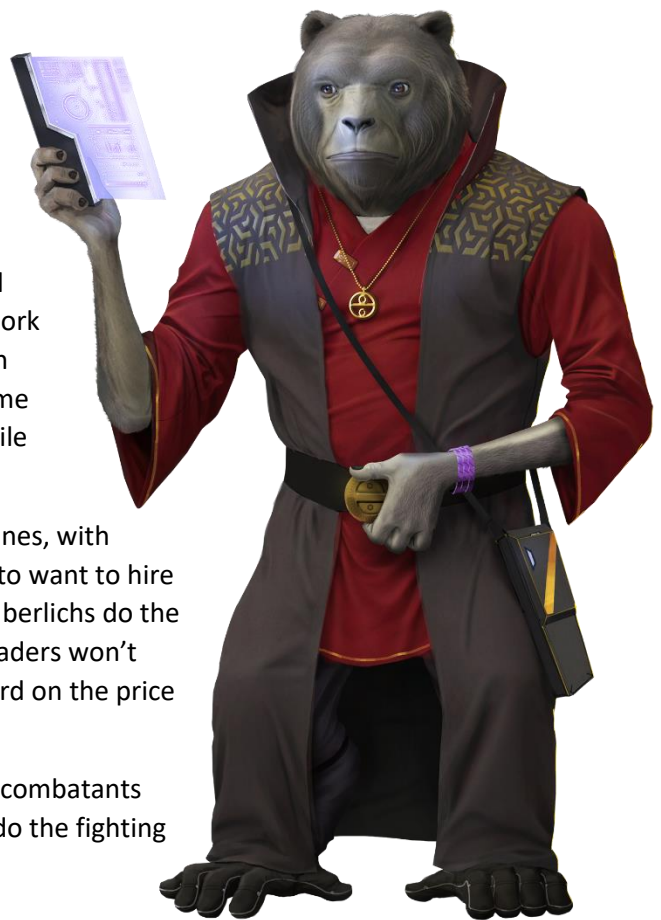
Berlich Trader	
Threat Rating:	Lead: 1/4
Iron: 0	
Steel: 0	
Brawn: 2	
Dexterity: 2	
Agility: 2	
Stamina: 2	
Sharpness: 2	
Willpower: 3	
Base Movement Speed: 0sqs (0 meters) / Run: 1sqs (2 meters)	
Standard Weaponry: (If Any)	
Hold-out Pistol (one hand) – Attack 2d8+2 (-6) / 2d4+2 dmg	
Durability: 2	
Damage Reduction: 0	
Dodge Defense: 6 / 10 run	
Body Defense: 6	
Mental Defense: 7	
Awareness Spot/Notice TNs: 10/15	
Break TN:	8

The berlich slowly looks up from the counter as you come into the store, reaching up to tilt the hood of its blue cloak to you. It pushes up from the counter with its long paws, its eyes flashing over you as its cloak settles to the ground.

A trader at a space station port, this berlich likely won't deal with humans unless he doesn't have a choice. Space Dogs may work with him if he is a part of a convoy, but he will likely have his own upgraded berlich guards. On the other hand, the players may come into conflict with such a berlich who is in command of more hostile upgraded berlichs.

Encounter: Berlich traders can be found throughout the starlanes, with or without accompanying upgraded berlichs. They are less likely to want to hire humans than other traders, as they would rather have upgraded berlichs do the work that Space Dogs would otherwise do. While most berlich traders won't lose business by refusing to work with humans, they will push hard on the price and never give the humans a bargain.

Tactics: The basic berlichs know that they are not suitable combatants and will do their best to retreat and have the upgraded berlichs do the fighting and the dying.



Full-Body

We don't know whether they are berlichs with an above average tolerance for cybernetic upgrades, or if they're just berlichs with large bank accounts to pay for high-end upgrades. Whatever the case, Full Bodies are berlichs which have become more machine than not. They are a threat to any human and should not be taken lightly.

Full-bodies are rarely seen in more defensive roles such as guarding merchants, instead being used as shock troops. Some think that that isn't a tactical decision so much as being due to their temperament. There are also rumors that the natural life span of the full-bodies are not long due to the constant strain of their implants.

Full-Body Base Ability Scores
Brawn: +0 (Species Secondary)
Dexterity: +0 (Species Primary)
Agility: +1 (Species Secondary)
Stamina: +0 (Species Primary)
Sharpness: -1 (Species Tertiary)
Willpower: +1 (Species Tertiary)
Damage Reduction: 1
Base Movement Speed: 2sqs (4 meters) / Run: 3sqs (6 meters)
Morale: 9+Willpower
Height: 1.1- 1.4 meters

Weight: 70kg-115g
Special: +1 Mettle



Full-Body Trooper (Elite 3) (Human Scale)

Threat Rating: Lead: 3
 Iron: 2

Steel: 1
Brawn: 4
Dexterity: 6
Agility: 5
Stamina: 5
Sharpness: 3
Willpower: 5
Base Movement Speed: 2sqs (4 meters) / Run: 3sqs (6 meters)
Standard Weaponry:
Assault Rifle (two hands / bulky) – Attack 2d10+6 (-5) / 2d8+5 dmg (Auto +2)
Bayonet (two hands / bulky) – Attack 2d6+10 (melee) / 1d8+8 dmg
Shortsword (one hand / light) – Attack 3d6+11 (melee) / 1d8+6 dmg
Rocket Launcher (two hands / bulky) – Attack 2d6+6 (-12) / 1d20+2 dmg (T) (Single Shot)
Vitality: 13 / Life: 9 / Psyche: 8 / Grit: 1
Damage Reduction: 4 (Mesh)
Dodge Defense: 9 / 12 run
Body Defense: 8
Mental Defense: 9
Awareness Spot/Notice TNs: 12/17
Break TN: 16

Bits of metal and circuitry flash across every part of the berlich which you can see beneath his cloak. He catches you looking and flashes you a cocky grin.

This berlich warrior is one of the few which seems to embrace what being upgraded means as opposed to simply bearing it. In some ways he has less distrust for humanity, instead seeing it as almost a rivalry for who are the true top dogs of the starlanes. This rivalry might be something almost friendly, perhaps seeing each other as frenemies, or it could easily progress into something hostile or even violent. Unlike the other upgraded berlichs, they seem to almost relish in their abilities as opposed to most who seem to see themselves as tragic figures.

Encounter: Any full-body is rare and won't be encountered often. If they are met, one should assume that something is going to go down as they are rarely wasted on more passive roles.

Tactics: This full-body will likely work in concert with other berlichs, preferring to attack from a flank if possible, laying down a crossfire with his allies, drawing his rocket launcher against foes of exo-suit scale or larger.

Full Body Skirmisher (Skirmisher 1 / Elite 6) (Human Scale)	
Threat Rating:	Lead: 8
	Iron: 5
	Steel: 3
Brawn: 6	
Dexterity: 5	
Agility: 8	
Stamina: 5	
Sharpness: 3	
Willpower: 6	
Base Movement Speed: 2sqs (4 meters) / Run: 3sqs (6 meters)	

Standard Weaponry:
Shortsword (one hand/light) – Attack 3d6+13 (melee) / 1d6+9 dmg
Dual Shortswords (two hands/light) – Attack 3d6+14 (melee) / 1d6+10 dmg
Pistol (one hand/light) – Attack 2d8+5 (-5) / 2d6+6 dmg
Dual Pistols (two hands/light) – Attack 2d8+7 (-5) / 2d6+8 dmg
Concussion grenade (one hand/light) – Attack: 3d8+3 (-16 per 5) / +6d6+2 dmg (Grenade)
Vitality: 24 / Life: 11 / Psyche: 9 / Grit: 12
Damage Reduction: 5 (Ballistic Armor)
Dodge Defense: 12 / 16 run
Body Defense: 10
Mental Defense: 10
Awareness Spot/Notice TNs: 14/19
Break TN: 17
Talents: Fleet of Foot / Skirmish

There is a speed and surety to this berlich's movements that are intimidating. She sees you watching, and she gives you a smile which holds more sadness than joy.

A veteran of dozens of battles, this full body is sometimes terrified of what she's capable of and the creature she has become. However, once combat begins she uses her upgrades to dance across the battlefield, her pistols carving a swath of destruction.

Encounter: Elite full-bodies like this are exceptionally rare, and are assigned to only the highest priority missions. Unless she has gone rogue, you can rest assured that someone important in berlich society is involved should you find an elite full-body such as this in action.

Tactics: As a skirmisher, she will use Fleet of Foot to sweep across the battlefield at close range and try to force foes to target her and her high defenses while her allies continue to lay down a fusillade of fire or pick off stragglers in melee.

Glass Eyes

More subtly upgraded than most, Glass Eyes have their eyes replaced with superior sensors, and it's believed that they have had their motor controls improved to improve their aim and coordination in general, though they have definitely had their trigger fingers replaced.

Glass Eyes Base Ability Scores
Brawn: -1 (Species tertiary)
Dexterity: +1 (Species primary)
Agility: -1 (Species secondary)
Stamina: -1 (Species secondary)
Sharpness: +0 (Species primary)
Willpower: +1 (Species tertiary)
Damage Reduction: 0
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)
Morale: 8+Willpower
Height: 1.1- 1.4 meters
Weight: 45kg-70kg
Special: Add Scout Template

Glass-Eyes Grunt (Thug 1) (Human Scale)
Threat Rating: Lead: 1
Iron: 3/4
Steel: 1/2
Brawn: 2
Dexterity: 6
Agility: 3
Stamina: 3
Sharpness: 4
Willpower: 4
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)
Standard Weaponry:
Pistol (one hand) – Attack 2d8+6 (-5) / 2d6+4 dmg
Rifle (two hands) – Attack 3d6+6 (-4) / 2d8+4 dmg
Shortsword (one hand) – Attack 3d6+9 (melee) / 1d8+2 dmg
Durability: 3
Damage Reduction: 1 (Ballistic Vest)
Dodge Defense: 7 / 11 run
Body Defense: 6
Mental Defense: 8
Awareness Spot/Notice TNs: 14/19
Break TN: 12

Wearing the distinctive red cloak of the upgraded berlichs, when he turns towards you, his glassy eyes are framed by the hood of his cloak and seem to not look at you, but instead to see through you.

The glass-eyes are the most common sort of upgraded berlich. Always seeming to stare off into the distance whether or not he actually is, this berlich is distant even to others of his species. Before choosing this path, he didn't realize exactly how differently he would see things.

Encounter: Like the other more common upgraded berlichs, the glass-eyes can be encountered anywhere where you would encounter berlichs.

Tactics: This glass-eyes will do his best to hug cover and lay down fire against any foes, preferably at mid-long range.

Veteran Glass Eyes (Thug 7) (Human Scale)	
Threat Rating:	Lead: 3
	Iron: 2
	Steel: 1.5
Brawn: 3	
Dexterity: 8	
Agility: 4	
Stamina: 4	
Sharpness: 7	
Willpower: 5	
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)	
Standard Weaponry:	
Pistol (one hand) – Attack 2d8+9 (-5) / 2d6+8 dmg	
Sniper Rifle (two hands) – Attack 2d8+9 (-3) / 1d10+8ap dmg (Scope)	
Shortsword (one hand) – Attack 3d6+12 (melee) / 1d8+5 dmg	
Flash grenade (one hand/light) – Attack: 3d8+3 (-16 per 5) vs BD / Blind 2 rounds (Grenade)	
Durability: 4	
Damage Reduction: 5 (Mesh)	
Dodge Defense: 8 / 11 run	
Body Defense: 7	
Mental Defense: 9	
Awareness Spot/Notice TNs: 12/17	
Break TN: 13	

With metallic eyes that seem to both see everything and nothing, a shiver runs down your spine as his gaze sweeps past you.

An accomplished sniper, this glass eyes is rarely far from his rifle if he can help it. Whether from the long-term effects of his cybernetic upgrades or simply due to his nature, he is twitchy and nervous, his ears turning back and forth seemingly at random.

Encounter: This veteran can likely be found defending important objectives, especially in situations where she can take full advantage of her rifle's range.

Tactics: This glass eyes will try to engage at extreme range, using his rifle's scope to negate the first six range penalties.



Iron-Gut

A berlich which has been upgraded to what we call an iron-gut is heavily armored. The berlich's papery skin has been largely replaced with plating, making the berlich far more survivable. Iron-guts tend to pair up with other more offensively upgraded berlichs, protecting them from the worst of enemy attacks.

Iron Gut Base Ability Scores	
Brawn:	+0 (Species primary)
Dexterity:	-1 (Species secondary)
Agility:	-1 (Species tertiary)
Stamina:	+2 (Species primary)
Sharpness:	-1 (Species tertiary)
Willpower:	+1 (Species secondary)
Damage Reduction:	7
Base Movement Speed:	1sq (2 meters) / Run: 2sq (4 meters)
Morale:	8+Willpower
Height:	1.1- 1.4 meters
Weight:	70kg-115kg
Ponderous:	Only gain +2 DD from running

Iron-Gut Grunt (Thug 1) (Human Scale)	
Threat Rating:	Lead: 1.5
	Iron: 1
	Steel: 1/2
Brawn:	4
Dexterity:	3
Agility:	2
Stamina:	7
Sharpness:	2
Willpower:	5
Base Movement Speed:	1sq (2 meters) / Run: 2sq (4 meters)
Standard Weaponry:	
Broadsword (one hand) – Attack	3d6+7 (melee) / 1d10+4 dmg
Hand Cannon (one hand) – Attack	2d8+1 (-5) / 3d6+2 dmg
Durability:	7
Damage Reduction:	7
Dodge Defense:	6 / 8 run
Body Defense:	9
Mental Defense:	10
Awareness Spot/Notice TNs:	10/15
Break TN:	13

The iron gut's torso is covered in armor plating, visible past his cloak and vest. His shoulders and legs are broad; upgraded enough to carry the weight.

Generally, berlichs which are especially stubborn in nature are chosen to become iron guts, as both because the upgrading process is harsh and due to their role in battle as the protectors of the other berlich combatants.

Encounter: An iron-gut is nearly always found with glass-eyes, most commonly when an area needs to be protected.

Tactics: The iron-gut's job in battle is mainly to serve as the protector for the glass-eyes and other long ranged combatants. He'll situate himself so that foes have to go through him to get to his allies.



Veteran Iron Gut (Thug 12) (Human Scale)	
Threat Rating:	Lead: 5
	Iron: 2.5
	Steel: 1.5
Brawn:	7
Dexterity:	5
Agility:	4
Stamina:	10
Sharpness:	4

Willpower: 7
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)
Standard Weaponry:
Greatsword (one hand) – Attack 3d6+12 (melee) / 2d8+11 dmg
Shield (one hand) – Block/Attack 1d10+12 (melee) / 1d6+11 dmg
Chain-Gun (two hand) – Attack 2d12+2 (-7) / 3d10+4 dmg (Auto Only)
Concussion grenade (one hand/light) – Attack: 3d8+3 (-16 per 5) / +6d6+4 dmg (Grenade)
Durability: 10
Damage Reduction: 11
Dodge Defense: 8 / 10 run
Body Defense: 11
Mental Defense: 11
Awareness Spot/Notice TNs: 13/18
Break TN: 15

This berlich is not quick, but how he moves seems to have a sort of gravitas in how he moves

A veritable juggernaut on the battlefield. Perhaps because he has survived so many battles in which his fellows did not, this veteran is surprisingly loathe to enter combat when another option presents itself.

Encounter: A veteran iron-gut like this is often found where he can provide a steadying presence to the younger berlichs. However, sometimes such a veteran has just seen too much and no longer cares, joining The Zealots of the Chosen or even just a pirate crew.

Tactics: The veteran iron-gut is tough enough that he's hard to damage with most small arms fire, and he knows it, often barely bothering with cover unless up against heavy firepower. He will use his chain-gun to great effect, forcing foes to deal with him or continue to take withering firepower.

Mega-Bear

First created only decades ago as the berlichs' response to the success of the humans' mecha, the mega-bears are not truly mecha per se, though it took some time for any humans to realize it. Instead of being controlled by a jockey, a mega bear is simply taking the berlichs' cybernetic upgrades to a grotesque extreme, replacing nearly every piece of a berlich with oversized upgrades.

From what has been discovered about the process, it seems that through rather brutal trial and error it was found that normal berlichs cannot survive the process of being transformed into a mega bear. However, for those who have already lived for years or decades already upgraded, their minds have been altered enough that they can often control their new oversized body successfully. Therefore, the mega bears are generally the most devoted up-graded berlich veterans which were mortally injured, and instead of helping them recover or allowing them to die with dignity, the berlichs salvage their mind in order to create a mega bear, losing some of themselves in the process.

It's unclear just how much of a mega bear's mind and personality actually remain, though they aren't controlled forcefully in the same way that cyber zombies are. At the very least, the mega bears still appear to be carried forward by a powerful sense of duty, though it is a duty which on the edge of falling into madness.

Mega-bears are too large to be deployed on every ship or station, so you will not see them in locations where they cannot fit. Though since their introduction, berlichs have begun to be far more likely to build ships and stations where the mega-bears can be deployed.

Mega-Bear Base Ability Scores (tank scale)
Brawn: +0 (Species primary)
Dexterity: -1 (Species tertiary)
Agility: -1 (Species tertiary)
Stamina: +0 (Species primary)
Sharpness: -2 (Species secondary)
Willpower: +1 (Species secondary)
Damage Reduction: 3
Base Movement Speed: 1sq (2 meters) / Run: 5sq (10 meters)
Morale: 9+Willpower / Onus of Duty
Onus of Duty: If a Mega Bear fails a Morale check, instead of trying to run away or surrender, on an odd roll they continue to fight with a focus on protecting any retreating berlichs, and on an even roll they attack any and all within range, including their allies.
Height: 4.7 - 5.3 meters
Weight: 3800kg-4550kg
Arm Block: A Mega Bear may bring their arms together to make a sort of shield which allows them to Block or provide cover as if they had a shield. This cannot be done if they have a very bulky weapon equipped.
Ponderous: Only gain +2 DD from running

Mega-Bear Guardian (Thug 1) (Tank Scale)
Threat Rating:
Lead: 6
Iron: 3
Steel: 2
Brawn: 5
Dexterity: 2
Agility: 2
Stamina: 4
Sharpness: 2
Willpower: 5
Base Movement Speed: 1sq (2 meters) / Run: 5sq (10 meters)
Standard Weaponry:
Greataxe (two hands) – Attack 2d8+7 / 2d6+7 dmg
Hand Cannon (one hand) – Attack 2d8+1 / 3d6+2 dmg
Gatling Cannon (two hands) – Attack 3d8+2 (-5) / 3d10 dmg (M) (Auto Only)
Arm Block – Block 1d10+7
Durability: 4
Damage Reduction: 3
Dodge Defense: 2 / 4 run (ignore first range increment)
Body Defense: 21
Mental Defense: 9
Awareness Spot/Notice TNs: 10/15
Break TN: 14 / Onus of Duty

A mass of steel and artificial sinew, this huge mechanical bear's arms have massive flat protrusions coming out of its forearms and stands leaning forward on its knuckles.

This mega-bear is an extremely new creation, the berlich core within still uncomfortable and ungainly in its new body.

Encounter: Off the battlefield when its fellows aren't under threat, the mega bear is almost disturbingly docile. While it can still communicate, it's unclear just how much of the original berlich's mind remains in this steel shell beyond a desire to protect and destroy.

Tactics: Laying down a hail of Gatling firepower, the mega bear will advance forward towards their foes as a threat to anything on the battlefield. Higher strategies are beyond it, but that doesn't keep it from being a threat with its more animalistic level tactics.

Mega-Bear Avatar (Thug 8) (Tank Scale)	
Threat Rating:	Lead: 10
	Iron: 7
	Steel: 4
Brawn: 8	
Dexterity: 4	
Agility: 3	
Stamina: 7	
Sharpness: 2	
Willpower: 5	
Base Movement Speed: 1sq (2 meters) / Run: 5sq (10 meters)	
Standard Weaponry:	
Boarding axe (one hand) – Attack 2d8+12 / 1d10+14 dmg	
Machine Pistol (one hand/Light) – Attack 2d10+4 (-6) / 2d8+2 dmg (Auto)	
Gatling Cannon (two hands) – Attack 3d8+4 (-5) / 3d10+2 dmg (M) (Auto Only)	
Arm Block – Block 1d10+12	
Durability: 7	
Damage Reduction: 5	
Dodge Defense: 3 / 5 run (ignore first range increment)	
Body Defense: 24	
Mental Defense: 9	
Awareness Spot/Notice TNs: 12/17	
Break TN: 15 / Onus of Duty	

This huge metal mecha towers over the berlichs who share its general shape. Beyond its size though, there is a terrible menace which seems to exude from the metal frame.

An almost literal avatar of the berlichs' will, this mega-bear will stop at nothing to protect her fellows and to make certain that the will of The Assembly of the Chosen is carried out. One of the first of the mega-bears, no one is sure how much if any is truly left of the devoted berlich who volunteered to be a guinea pig. What we do know is that, from a combat perspective, the experiment was a massive success.

Encounter: Off the battlefield when its fellows aren't under threat, the mega bear is almost disturbingly docile. While it can still communicate, it's unclear just how much of the original berlich's mind remains in this steel shell beyond a desire to protect and destroy.

Tactics: This mega-bear will lay down a withering hail of fire with its gatling cannon, closing to melee range against mecha or tank scale targets.



Robo Arms

As their name implies, robo arms' primary upgrade is their long arms. It seems amazing to most humans that they would be willing to, but these berlichs have both of their arms cut off to be replaced with cybernetic arms which link into their nervous system, as well as those arms being anchored with implants across their torso.

Robo Arms Base Ability Scores
Brawn: +2 (Species primary)
Dexterity: +0 (Species tertiary)
Agility: -1 (Species primary)
Stamina: +0 (Species secondary)
Sharpness: -1 (Species tertiary)
Willpower: +1 (Species secondary)
Damage Reduction: 1
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)
Morale: 8+Willpower
Height: 1.1- 1.4 meters
Weight: 50kg-95kg
Robotic Punch
Attack: +2d6+Brw+Dex
Damage: +1d8+Brw

Robo-arms Grunt (Thug 1) (Human Scale)
Threat Rating: Lead: 1
Iron: 3/4
Steel: 1/2
Brawn: 7
Dexterity: 3
Agility: 3
Stamina: 4
Sharpness: 2
Willpower: 5
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)
Standard Weaponry:
Boarding axe (one-hand) – Attack 2d8+10 / 1d10+10 dmg
Machine Pistol (one hand) – Attack 2d10+3 (-5 per 5) / 2d8 dmg (Auto/Light)
Concussion grenade x1 (one hand/light) – Attack: 3d8+2 (-16 per 5) / +6d6 dmg (Grenade)
Robotic Punch – Attack 2d6+10 / 1d8+7 dmg
Durability: 4
Damage Reduction: 3 (Mesh)
Dodge Defense: 7 / 10 run
Body Defense: 11
Mental Defense: 9
Awareness Spot/Notice TNs: 10/15
Break TN: 13

While all berlichs have long arms, this berlich's arms were ripped off and replaced with even longer metal arms which can reach to the floor without having to lean over.

One of the two most common sort of upgraded berlich throughout most of the starlanes, this robo arms is typical. This robo arms will generally be especially cold to humans as amongst the major species berlichs are most likely to be anti-human.

Encounter: Robo-arms are amongst the most common of the upgraded berlichs, and they can be found throughout the starlanes and anywhere that the berlichs are.

Tactics: The robo-arms were designed to fight in melee combat, so he will do his best to work his way into melee against nearly any foe, positioning himself between any foes and his allies.



Veteran Robo Arms (Thug 9) (Human Scale)	
Threat Rating:	Lead: 3
Iron: 2	
Steel: 1	
Brawn: 9	
Dexterity: 4	
Agility: 6	
Stamina: 6	
Sharpness: 3	
Willpower: 6	
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Standard Weaponry:	
Greatsword (one-hand) – Attack 3d6+13 / 2d8+12 dmg	
Machine Pistol – Powered Up (one hand) – Attack 2d10+4 (-6) / 2d8+5 dmg (Auto)	

Concussion Grenade x4 (one hand/light) – Attack 3d8+4 (-16 per 5) / 6d6+3 dmg (Grenade)
Robotic Punch – Attack 2d6+13 / Damage 1d8+12
Durability: 6
Damage Reduction: 7 (Heavy Mesh Armor)
Dodge Defense: 10 / 13 run
Body Defense: 13
Mental Defense: 10
Awareness Spot/Notice TNs: 12/17
Break TN: 14

This berlich has a look of disgust on her face as she looks you up and down, the metal fingers of one hand tapping in quick metallic rhythm on her opposite forearm.

An older berlich, this veteran is rather grim. Unlike some younger upgraded berlichs who may dream of being seen as heroes, she has slowly come to recognize her place in berlich society as a necessary evil. She will still do what she needs to in order to do her job, but she takes no joy in it.

Encounter: A veteran robo-arms is one who has seen the rough side of the starlanes more than once. They can be encountered either defending berlich assets, or as zealots of the chosen. Some older robo-arms have even become disillusioned with their role in berlich society and have become simple pirates rather than having higher ideals.

Tactics: This veteran will do her best to close into melee range where she can put her brawn to work, using her grenades against foes who hug cover or her pistol against those who don't.

Cyber-Zombies

Cyber-zombies were not named as such by their creators the berlichs, instead named in their own language as “Last Penance”, for it was a punishment for their worst criminals. Essentially, the prisoner is lobotomized at the same time they are given an inordinate number of cybernetics which would cause a totally functional mind to go insane under the pressure, but there is too little left of their mind for insanity to take hold.

These prisoners, now alive only in a technical sense, retain just enough brainpower to control their cybernetic implants and to take orders. The cyber-zombies are then used as shock-troopers in the most dangerous situations, both because of their enormous strength and because they are already dead.

Their semi-dead state also makes cyber-zombies highly resistant to full death, both from physical and mental damage. However, as they are little more than automatons, they lack all conscious thought, merely obeying the last command given from proper source & besides defending themselves, though that last can be negated with a n order.

Early cyber-zombies were all berlichs themselves, but over the centuries cyber-zombies have been made from other species which break serious enough laws in berlich systems. In some systems there are rumors of the local berlich government trumping up charges against other species, and sometimes against berlichs who are what are considered troublemakers, as an excuse to turn them into cyber-zombies and use them as shock-troopers, either to use themselves or even for sale to the highest bidders.

Research TNs	Cyber-Zombie Information Found
12	This is a cyber-zombie (name on sight).
25	Cyber-zombies are used by the berlichs as powerful weapon systems.
35	Cyber-zombies have been loaded with so many cybernetics that they no longer truly have free will.
60	Sometimes charges against other species are trumped up if not faked in order to turn them into a cyber-zombie. This is especially true for krakiz, but can be true for any of the more combat capable species of the starlanes.

Basic Cyber-Zombie Template
Note: These are in addition to their core species ability scores but do not include any adjustments due to prior cybernetics such as berlich upgrades, as additional upgrades do not combine.
Brawn: +4
Dexterity: +2
Agility: +0
Stamina: +5
Sharpness: -5 (minimum of 1)
Willpower: +3
Base Movement Speed: +0 sq to base speed / minimum of 1
Awkward: -1 DD Penalty when running
Break TN: n/a
Awareness: -5
Damage Reduction: 5
Special: +2 Mettle
Lobotomized: A cyber-zombie is more automaton than sapeint anymore, so they will never run away or surrender. This does not keep other combatants from running.
Commanded: A cyber-zombie always follows the last commands of their handler.
Special: When creating a basic cyber-zombie, remove all skills, Talents, and replace all Elite and PC class levels with levels in Thug. They retain their primary, secondary, and tertiary ability scores. A cyber-zombie has a Life score equal to their Brawn plus Stamina scores.

Tactical Use: Basic Cyber-Zombies are rarely if ever deployed on their own since they have little intelligence and take literally no initiative on their own. While occasionally they are left to guard a specific location, even then they can be sneaked past or destroyed with heavy ordinance before they will react.

Instead, cyber-zombies are usually combined with other combatants, attacking at the behest of their handlers who command them in battle. If their handler is killed, they will follow their last directive to the best of their abilities without deviation.

Basic Berlich Cyber-Zombie (Thug 0) (human scale)	
Threat Rating:	Lead: 1.5
	Iron: 1
	Steel: 1/2
Brawn: 6	
Dexterity: 4	
Agility: 2	
Stamina: 7	
Sharpness: 1	
Willpower: 6	
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters)	
Standard Weaponry:	
Machine Pistol (one hand/light) – Attack 2d10+4 (-6) / 2d8+2 dmg (Auto-Fire +2)	
Boarding axe (one hand) – Attack 2d8+10 (melee) / 1d10+11 dmg	
Durability: 7	
Damage Reduction: 7	
Dodge Defense: 6 / 9 run	
Body Defense: 10	
Mental Defense: 10	
Awareness Spot/Notice TNs: 5/10	
Break TN: n/a	
Lobotomized	
Commanded	
Height: 1.2- 1.3 meters	
Weight: 70kg-100kg	

The most common variety of cyber-zombie, this cyber-zombie was created with a baseline of an basic berlich who was sentenced to death. The husk's arms and legs are replaced, along with their unnecessary organs in order to make more room for wires and circuitry.

Robo-Arms Berlich Cyber-Zombie (Thug 1) (human scale)	
Threat Rating:	Lead: 2.5
	Iron: 1.5
	Steel: 3/4
Brawn: 8	
Dexterity: 4	
Agility: 3	
Stamina: 8	
Sharpness: 1	
Willpower: 7	
Base Movement Speed: 1sq (2 meters) / Run: 4sq (8 meters)	
Standard Weaponry:	
Chain-Gun (two hands/Very Bulky) – Attack 2d12+2 (-7) / 3d10+2 dmg (Auto Only +2)	
Robotic Punch – Attack 2d6+12 / 1d8+10 dmg	
Durability: 8	
Damage Reduction: 7	
Dodge Defense: 7 / 10 run	

Body Defense: 12
Mental Defense: 11
Awareness Spot/Notice TNs: 5/10
Break TN: n/a
Lobotomized
Commanded
Height: 1.2- 1.3 meters
Weight: 70kg-100kg

Sometimes even berlichs which are already upgraded commit crimes such that they are sentenced to become cyber-zombies. These cyber-zombies are even more terrifying, as the baseline they have is stronger, and the cyber-zombie retains some of their fighting prowess. This particular cyber-zombie used to be a robo arm.



Krakiz (Male) Basic Cyber-Zombie (Thug 4) (exo scale)	
Threat Rating:	Lead: 4
	Iron: 2.5
	Steel: 1.5
Brawn: 10	
Dexterity: 5	
Agility: 3	
Stamina: 11	
Sharpness: 1	
Willpower: 6	
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters) – All Fours	
All Fours: A krakiz gains +2 sq (+4 meters) to their run speed if they have at least one hand empty.	
Standard Weaponry:	

Krakiz claws & bite (need at least 1 hand free) Attack: 2d6+15 / 1d6+12 dmg
Greatsword (one hand) – Attack 3d6+15 (melee) / 2d6+12 dmg
Hand Cannon (one hand) – Attack 2d8+5 (-5) / 3d6+3 dmg
Height: 1.8m – 2.3m
Weight: 280kg-380kg
Durability: 11
Damage Reduction: 8
Dodge Defense: 5 / 8 run (with All Fours)
Body Defense: 18
Mental Defense: 10
Awareness Spot/Notice TNs: 6/11
Break TN: n/a
Lobotomized
Commanded

One of the most intimidating creations of berlich doctors, creating a cyber-zombie out of a krakiz makes for a terrifying creation, even if the krakiz in question was rather normal. While uncommon, there have been enough cases where krakiz were sentenced to become cyber-zombies that more than one krakiz has claimed that they were trumped up charges so that the berlichs would have a new weapon of war. Over time, this has led to a degree of tension between the two species, especially in star-systems which have created a significant number of cyber-zombies.

Berlich Encounters

Listed here are not the most common groups of berlichs which the players will run into, as the majority of berlichs are not upgraded, especially on-planet or in berlich dominated systems. However, these are instead groups of berlichs which the players are more likely to come into conflict with in a fight, as upgraded berlichs are far more aggressive. And they make up the vast majority of The Assembly of the Chosen.

Berlich Runner Crew	
3 Berlich Traders	
2 Robo-Arms Grunts	
3 Glass-Eyes Grunts	
Threat Rating:	Lead: 6
	Iron: 4
	Steel: 2

While the entire group wears cloaks, the upgraded berlichs are marked by cloaks in various shades of red, though all of their cloaks

Encounter: If you travel the starlanes for long, you will likely run across a berlich crew such as this. Running a smaller ship, they likely run along the edges of the settled systems or when small rush jobs are called for and normal shippers don't want to take the risk. The crew of this ship may consider the PCs to be rivals, and there is almost certainly no love lost between them and any humans. They may be willing to work with Space Dogs if forced to, but any humans would do well to watch their back.

Tactics: If combat with them does break out, the basic berlichs will likely run at the first opportunity while the glass eyes give the robo arms covering fire for them to close to melee.

Band of Zealots	
3 Glass-Eyes Grunts	
2 Iron-Gut Grunt	
1 Full-Body Trooper	
Threat Rating:	Lead: 9
	Iron: 7
	Steel: 3

These berlichs give an odd sort of sneer as they look you up and down in disgust, fingering weapons with their upgraded limbs as if itching for a fight.

Encounter: A small group of Zealots of the Chosen, these berlichs believe that all other species are inferior and should be subordinate to the berlichs. Zealots may be encountered in peaceful situations, but any help which they give to other species, especially humans, would be grudging at best. Far more likely, the zealots will look for the excuse to pick a fight.

Many Zealots of the Chosen become pirates or gangsters of some sort as they don't truly consider it stealing to take from lesser species. Though it should be noted that they won't steal from fellow berlichs, and often other berlichs will not be forthcoming with information about zealots, especially with humans.

Tactics: In a fight, one iron gut will move to protect the glass eyes, while the other will help the full-body move into a position either flanking the enemy or closing to melee if there appears to be a weak link in their foes.

Berlich Station Defense Force	
4 Glass-Eyes Grunts	
2 Robo-Arms Grunts	
1 Veteran Iron-Gut	
1 Mega-Bear Guardian	
Threat Rating:	Lead: 17
	Iron: 10
	Steel: 6

As they move, the berlichs give the mega-bear a wide berth; it's unclear if out of respect or fear.

Encounter: This station defense force is the sort of unit which is used in berlich systems to throw back an assault on a space station. They are primarily used in the main corridors of the station so that the mega bear has enough room to move. When they are used in tighter areas, the mega bear often smashes through walls and causes other collateral damage as it targets its enemies.

Tactics: This station defense force relies upon the mega-bear to serve as a semi-living battering ram, cleaning up the mess that it makes of its enemies. Meanwhile, the iron-gut will protect its subordinates, especially anything which tries to close with the glass-eyes while they lay down a hail of gunfire.

Builders

The builders are not only physically slow, but also mentally. You shouldn't take that to mean that they're unintelligent; far from it. However, they have trouble dealing with new situations without taking a lot of time, usually weeks or months, figuring out how to deal with it. Until then they often seem, at least to we humans, frozen in indecision. Some argue that this is likely in part due to their lifespan of two to three Earth centuries, but that is unknown.

The builders are in every system which is a part of the starlanes, even if there is only a dozen or so manning the warp beacon. While that is enough for some of the most isolated systems, more systems have at least a population of a few hundred builders on the warp beacon's space station. In these systems the builders not only support the warp beacon, they also accept tribute from the inhabitants of the star-system as well as building.

First of all, if given half a chance the builders will expand the space station where they are located, often well beyond any real need. In addition, if the star-system has any significant demand for the products that the builders create, from starships to computer systems, the builders will begin to create them for sale. Only the planets with the most anti-builder mentality have no demand for the builders' products, and it is once the demand for the builders' goods begins to grow that the builder population in a star-system will expand rapidly as other builders ship in for the chance to build.

It should be noted though, that the builders do not always produce the goods for which the star-system has the greatest demand, but instead they create that which they want to so long as there is any demand at all, generally the larger more impressive projects rather than consumer goods if they can help it. It is believed that this may have to do with how the builders gain status amongst themselves as shown by the enameling of their shells.

As Space Dogs, the players should have little trouble purchasing products such as mecha and starships from the builders, though in star-systems where there isn't a substantial builder population they may be charged a premium and have to wait for the products to be completed. And of course, all but the smallest starships can only be crafted if there are substantial shipyard facilities for the builders to use.

Research TNs	Information Found Researching Builders
1	These are builders (name on sight).
4	The builders' language is the trade tongue of the starlanes, spoken by virtually everyone outside of their home system.
8	The builders control the warp beacons and thereby control all interstellar trade.
15	The builders are intelligent, but they are slow in thought and action.
20	The builders seem to have an almost obsessive need to keep building new ships, stations, and buildings.
40	The builders are the only species on the starlanes which is even close to being unified.

Builder Base Ability Scores
Brawn: -2
Dexterity: -1
Agility: -2
Stamina: -1
Sharpness: -2
Willpower: -1
Damage Reduction: 0
Base Movement Speed: 0sqs (0 meters) / Run: 1sqs (2 meters) - Slow

Morale: 2+Willpower
Height: 0.7m-1m
Weight: 18kg-30kg
Smaller Arms: A builder's Dexterity counts as being x3 on all skill checks which are not under the pressure of time.
Slow: A slow creature doesn't gain Dodge Defense when running

GM Note: Due to their biology and psychology, all builders are normal characters, though most have high skill ranks.

Builder - Normal
Brawn: 1
Dexterity: 2
Agility: 1
Stamina: 2
Sharpness: 1
Willpower: 2
Base Movement Speed: 0sq (0 meters) / Run: 1sq (2 meters) - Slow
Durability: 2
Damage Reduction: 0
Dodge Defense: 5 / 5 run
Body Defense: 5
Mental Defense: 6
Break TN: 4

Builder Encounters

It is unlikely that you would ever come into conflict with builders in a combat sense. However, at times you may still run opposed to them.

More likely though, a builder will approach you with a job. Though before you waste your time, know that the price that they offer is nonnegotiable. Apparently when the builders first encountered other species they were talked into extremely disadvantageous deals, and in the centuries since they have remembered that and now refuse to ever negotiate anything. However, their bargains are rarely unreasonable based upon the information they have.

Builder Adventure Hooks

- The builders in an isolated warp beacon that the PCs are passing need assistance. It seems that their sensors show incoming volucris, and The Armada is too far away to help in time.
- A starlane magistrate has a job for you; pirates have been reported around the starlanes between systems X and Y.
- The builders have a cargo of specialized materials which they want shipped in. Unfortunately it seems that snapped capeks took a liking to them en route.
- A bounty has been placed on a pirate who has since fled into the bowels of a jumble station. If you do the job, the builders will help you afford a starship, having the bounty go towards the downpayment and the rest on loan to be paid off with future bounties/jobs.

Capeks

The capeks come in a multitude of sizes and shapes, though the majority are somewhat humanoid in order to better serve their now vanished masters the ignav. However, that has not kept the capeks from changing over their centuries since their masters went missing. Some have begun to wander the galaxy in search of the ignav; others have begun to lash out against other species.

It should be noted, that the capeks are not actually a part of the starlanes. Before their disappearance, the ignav were the only major species to refuse to allow the builders to build warp beacons in their star-systems. This was both because the ignav were extremely insular and territorial, and because the ignav themselves only very rarely traversed star-systems themselves, instead relying upon the capeks when trade and travel was needed. While the capeks cannot travel the warp any more safely without warp beacons than other species, the ignav simply didn't care if they lost the occasional shipment, and the capeks were expendable. Not allowing other species into their territory was worth more to them. The capeks have carried on that outlook, and if anything they are even more territorial and insular than their creators were, who did allow some trade in their outer systems.

Despite the capeks having been designed centuries ago, it is still undisputed that they are the most advanced form of synthetic life known in the galaxy. Therefore many researchers across the starlanes want to study the capeks and any other of the ignav technology that they can get a hold of, and sometimes fortune hunters will jump into capek controlled systems with the goal of selling as much of their tech as they can haul away. Sometimes such crews will make a killing, but more often it doesn't end well for them, and occasionally the capeks retaliate for the incursion against biologicals who weren't even involved. Needless to say, it doesn't help the capeks' paranoia that occasionally outsiders really are out to get them.

While most capeks seem logical, others are unpredictable in the extreme, and occasionally the same capek will shift from one extreme to the other for no obvious reason. If encountered in combat, the capeks tend to make implacable enemies, and various units will sometimes act in a unity and precision which would shame the most polished human parade troops.

Each of the capeks has been given a human nickname for convenience based upon their appearance and/or behavior. Do not use said nickname when conversing with the capeks directly.

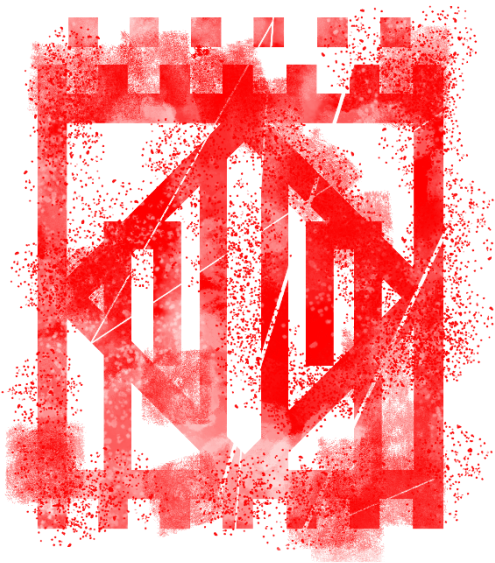
Research TNs	Information Found Researching Capeks
8	These are capeks (name on sight).
12	Capeks are a synethetic lifeform.
15	Capeks are extremely insular and only rarely seek out other species.
20	The creators of the capeks, the ignav, disappeared without a trace centuries ago.
35	The capeks still mourn their missing masters, and much of their seeming random behavior is their looking for them.
80	Some capeks have attacked immortui in their search for information about their missing masters.

Capek Civilians

The majority of capeks are what other species would consider civilians. Before the ignav disappeared, they were the workers, servants, and diplomats who performed virtually all day to day functions for their creators so that the ignav could relax in undisturbed opulence.

The majority of capek civilian models remain entirely within capek star systems, largely attempting to perform their duties as if their masters had never left. The capek civilians which space dogs are most likely to encounter are those which have snapped, going insane and lashing out at the galaxy at large due to the meaningless of their existence without the ignav to serve.

The civilian capek types listed here are far from exhaustive, though they are most of the most numerous models.



Artifexes – “The Centaurs”

Hulking and brutish, the Artifexes were used by the ignav for rough work such as mining, smelting, construction. Apparently their form, heavily plated and with four legs on a horizontal torso, was distasteful to the ignav. For this reason, in some cases it appears to have taken decades for the more isolated Artifexes to even find out that the ignav had vanished, and there may still be isolated pockets which still are unaware.

Despite their isolation, the Artifexes seem just as lost without their masters. In some cases, they have been at the forefront of building new and varied stations and settlements to entice the ignav back to them, often showing no care for whether or not the optimal location is already occupied by other species. Once the Artifexes come near completing construction of a new location, some Comites will be called for to make the final stylistic design choices and preparing the location to receive their masters.

Research TNs	Information Found Researching Artifex
10	This is an artifex; it was designed by the ignav for hard manual labor and construction projects.
20	The ignav found the artifexes’ form distasteful and kept them away from their living areas.
40	Even snapped, unless there is present combat, the other capeks nearly always shun artifexes and may even come to blows to keep them out of living areas despite the ignav being nowhere around.

Artifex Base Ability Scores
Brawn: +2 (Species primary)
Dexterity: -1 (Species tertiary)

Agility: -1 (Species secondary)
Stamina: +0 (Species primary)
Sharpness: -1 (Species secondary)
Willpower: -1 (Species tertiary)
Damage Reduction: 3
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)
Break TN: 9+Willpower

Construction Worker - Artifex (Thug 1) (Exo Scale)	
Threat Rating:	Lead: 1.5
Iron: 1	
Steel: 1/2	
Height: 1.8-2.1 meters	
Weight: 255-295kg	
Brawn: 7	
Dexterity: 2	
Agility: 3	
Stamina: 4	
Sharpness: 3	
Willpower: 2	
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)	
Standard Weaponry:	
Club (one hand) – Attack 2d6+9 (melee) / 1d8+7 dmg	
Rapid-Fire Rivet Gun (one hand) – Attack 2d10+1 (-8) / 2d8 dmg (Auto)	
Note: The rapid-fire rivet gun is a machine pistol with -2 range increment penalty and +2 Brawn requirement.	
Durability: 4	
Damage Reduction: 3	
Dodge Defense: 5 / 9 run	
Body Defense: 15	
Mental Defense: 6	
Awareness Spot/Notice TNs: 10/15	
Break TN: 11	

This metallic creature is shaped like a mythical centaur, but rougher, made of nothing but hard lines and sharp corners, its body dented and scraped to show bare metal. Where a centaur's head and neck would be is a blocky armored sensor box which turns slowly towards you as its bulky arm raises what looks something like an industrial rivet gun.

Created for manual labor, this artifex's purpose is to create new buildings and facilities for its masters the ignav. However, with them gone and nothing new to construct it has grown listless, but if the opportunity presents itself it will strike out with the tools of its trade, a rivet gun and a steel girder.

Encounter: Artifex can be found working anywhere throughout the former ignav star-systems where construction, mining, or other brute force work needs to be done.

While some artifex have snapped on their own, some comite have actually taken to convincing the artifex to come with them to attack other species due to their power, and they are easier to convince than the

conservative legionnaires. However, once a ship or station is taken, the comite are quick to shunt the artifexes away from the residential areas which are being prepared for their masters' return.

Tactics: The artifex are not very intelligent and were not designed for combat. It will do what it can to close to melee, though it will use its rivet gun from close range if it can't quite close to melee.

Barbaric Artifex (Thug 7) (Exo Scale)	
Threat Rating:	Lead: 3
Iron: 2	
Steel: 1	
Height: 1.8-2.1 meters	
Weight: 255-295kg	
Brawn: 9	
Dexterity: 3	
Agility: 4	
Stamina: 7	
Sharpness: 4	
Willpower: 3	
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)	
Standard Weaponry:	
Greataxe (one hand) – Attack 2d8+12 (melee) / 3d6+15 dmg	
Shield (one hand) – Attack 2d6+12 (melee/block) / 1d6+11 dmg	
Chain-Gun (two hands) – Attack 2d12+2 (-7) / 3d10+2 dmg (Auto-fire only)	
Durability: 7	
Damage Reduction: 5	
Dodge Defense: 6 / 10 run	
Body Defense: 17	
Mental Defense: 7	
Awareness Spot/Notice TNs: 12/17	
Break TN: 12	

While still shaped roughly like a centaur, this artifex has abandoned its otherwise unassuming form. Taking a page from its comite allies, it is covered in garish reds, blues, and neon pink paints. Going more extreme, it has grafted chrome spikes onto its shoulders, on its blocky head, and along its back.

Having learned to use its size and power for combat while picking up military weaponry, the barbaric artifex is a force to be reckoned with on the battlefield. It has decided that when it finds its masters, it will not only work for them, but it will make sure that its appearance pleases them.

Encounter: A barbaric artifex can most often be found leading other artifex into combat, as unlike most artifex, it is a veteran. When being led by a barbaric artifex, the other artifex are sometimes painted as well, though rarely to the same degree. In addition, the other artifex are more likely to have actual military weaponry as opposed to simply what they have on hand.

Barbaric artifex are found with the most aggressive of capeks as they attack other species. However, after a station is taken, this artifex is not willing to simply slink away into the bowels of the station so that the comite can make it perfect for their masters' return. It wants to greet the masters with its new appearance. There have been cases of this sort of disagreement causing infighting amongst the former capek allies.

Tactics: The barbaric artifex is not truly a soldier, but it is experienced enough in combat to understand basic tactics such as using cover. It will lay down a hail of firepower from its chain-gun, pulling out its axe for melee should the opportunity present itself.

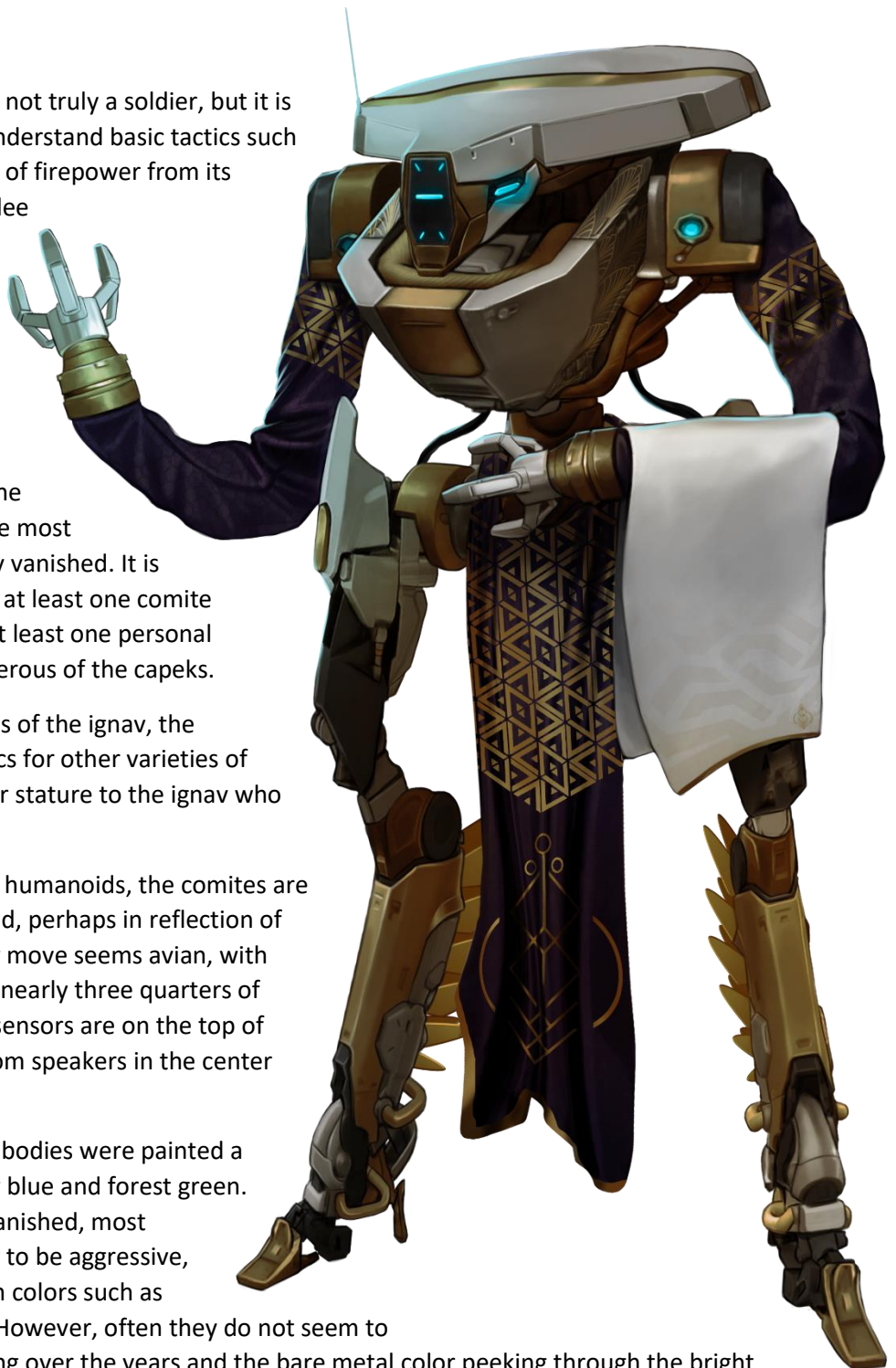
Comites – “The Waiters”

Servitors of their lost masters the ignav, the comites were probably the most unbalanced of the capeks when they vanished. It is said that every ignav household had at least one comite serving them, and many ignav had at least one personal comite, making them the most numerous of the capeks.

In addition to being the servants of the ignav, the comites also serve as basic mechanics for other varieties of capeks, likely because of their similar stature to the ignav who had first built them.

About one and a half meter tall humanoids, the comites are thin, to the point of being spindly and, perhaps in reflection of their lost masters, the way that they move seems avian, with long necks and with their legs being nearly three quarters of their height. Their optics and other sensors are on the top of their neck, but their audio comes from speakers in the center of their chest.

Historically, the comites’ metal bodies were painted a variety of muted colors such as navy blue and forest green. Over the centuries since the ignav vanished, most comites, especially those most likely to be aggressive, have re-painted themselves in garish colors such as bright golds, reds, and oranges etc. However, often they do not seem to do a good job of it, their paints flaking over the years and the bare metal color peeking through the bright festiveness.



Research TNs	Information Found Researching Comite
10	This is a comite – one of the ignavs’ servants.
18	The comite are the most common of all of the capeks.
40	The comite are the most likely to have snapped due to missing the ignav, attacking nearby

starships and systems in order to prepare them
for the return of their masters.

Comite Base Ability Scores

Brawn: -1 (Species tertiary)

Dexterity: -1 (Species secondary)

Agility: +1 (Species primary)

Stamina: -1 (Species tertiary)

Sharpness: +0 (Species primary)

Willpower: -1 (Species secondary)



Damage Reduction: 0
Base Movement Speed: 2sqs (4 meters) / Run: 3sqs (6 meters)
Morale: 9+Willpower

Comite - Servitor (Human Scale)
Threat Rating: Lead: 1/2
Iron: 1/4
Steel: 1/10
Height: 1.3-1.6 meters
Weight: 35-60kg
Brawn: 2
Dexterity: 2
Agility: 4
Stamina: 2
Sharpness: 3
Willpower: 2
Base Movement Speed: 2sqs (4 meters) / Run: 3sqs (6 meters)
Standard Weaponry:
Pistol (one hand) – Attack 2d8+2 (-5 per 5) / 2d6+3 dmg
Shortsword (one hand) – Attack 3d6+6 (melee) / 1d8+2 dmg
OR
Rifle (two hands) – Attack 3d6+2 (-4 per 5) / 2d8+3 dmg
Knife (one hand) – Attack 1d12+6 (melee) / 1d6+2 dmg
Durability: 2
Damage Reduction: 0
Dodge Defense: 8 / 12 run
Body Defense: 6
Mental Defense: 6
Awareness Spot/Notice TNs: 10/15
Break TN: 11

The lean metallic form is covered in a peeling rainbow of paint hues, and as you look its long neck turns towards you curiously while holding a tray covered in clay bowls perfectly still in one hand. Its other hand begins to slip towards the pistol taped over its stomach as its speaker comes to life with a joyful little ditty of welcome.

This comite was once a waiter at a high-end ignav restaurant. After waiting for more customers for more than a century, he finally snapped, banding with other comite to attack other species in some sort of hope that their actions will bring the ignav masters home. After all, they are nothing without purpose.

Bloodthirsty Comite (Thug 4) (Human Scale)
Threat Rating: Lead: 1
Iron: 3/4
Steel: 1/3
Height: 1.3-1.6 meters
Weight: 35-60kg

Brawn: 3
Dexterity: 3
Agility: 8
Stamina: 3
Sharpness: 4
Willpower: 3
Base Movement Speed: 2sqs (4 meters) / Run: 3sqs (6 meters)
Standard Weaponry:
Pistol (one hand) – Attack 2d8+3 (-5per 5) / 2d6+5 dmg
Fencing Blade (one hand) – Attack 2d10+11 (melee) / 1d6+4 dmg
OR
Rifle (two hands) – Attack 3d6+3 (-4 per 5) / 2d8+5 dmg
Knife (one hand) – Attack 1d12+11 (melee) / 1d6+4 dmg
Durability: 3
Damage Reduction: 1
Dodge Defense: 12 / 16 run
Body Defense: 7
Mental Defense: 8
Awareness Spot/Notice TNs: 11/16
Break TN: 12

A lean metallic form dotted with metallic feathers, its neck and optics turn nearly upside-down as it stars at you, its long legs together and arms akimbo with a thin blade and finely crafted pistol. The form's body gleams metallically except for where there are red paint splatters, looking to be stylized after blood splatter. A strange sound comes from the creature, and you have the feeling that if it had a mouth, its lips would be spread wide into a grotesque smile.

Having attacked others for decades, this comite has found that it has begun to relish in bloodshed, using it to fill the hole that its missing masters used to fill. Not just pushing boundaries in an attempt to lure its masters home, it is also lashing out against a galaxy which it feels has somehow hidden the ignav away.

Comite Agitator (Thug 6) – Leader Template (Human Scale)	
Threat Rating:	Lead: 1.5
	Iron: 1
	Steel: 3/4
Height: 1.3-1.6 meters	
Weight: 35-60kg	
Brawn: 2	
Dexterity: 4	
Agility: 5	
Stamina: 3	
Sharpness: 7	
Willpower: 6	
Base Movement Speed: 2sqs (4 meters) / Run: 3sqs (6 meters)	
Standard Weaponry:	
Rifle (two hands) – Attack 3d6+4 (-4 per 5) / 2d8+9 dmg	

Shortsword (one hand) – Attack 3d6+9 (melee) / 1d6+4 dmg
Durability: 3
Damage Reduction: 1
Dodge Defense: 9 / 13 run
Body Defense: 6
Mental Defense: 10
Awareness Spot/Notice TNs: 12/17
Break TN: 16

This agitator specializing in riling up both comite and other of the more mundane capeks, shifting their sadness at their lost masters into rage against the galaxy. In combat, it stays in the back, focusing on taking shots with its rifle while rallying its comrades to keep them from fleeing.

Encounter: As the most numerous of the capeks, the players will encounter comite any time that they run into non-military capeks. Most likely there will be no way to reason with the comite who have come to the point of attacking other species as they may well have been driven mad by grief and their meaningless existence without their lost masters.

Tactics: The comite were not built for combat, and most have little to no combat experience. Most will not use any sort of tactics, instead rushing directly at the players in a rage, firing their firearms as they close in. While no single comite will not be a major threat, the comite can be extremely numerous, and many of them have become extremely aggressive in recent decades.

The exception to rushing forward are any Agitators. They still have no tactics per se, but they will hang back and fire their rifles from relative safety while encouraging their kin to rush forward.

Legate – “The Senators”

Slight of form, hunched, and with an irregular gait, the Legate are the least imposing and most mentally stable of the capeks, but that doesn't make them any less dangerous.

The Legates were designed to personally meet with other species when the situation demanded face to face communication, their physical form meant to exude age and wisdom. In their masters' absence they have taken over leadership of most of the capeks. However, the Legates have fallen into disagreement both with The Legions and with each-other over the proper course of action. Even amongst themselves, secrets are kept as to the very nature of their masters' disappearance.

Only a bare handful of the oldest Legates are aware that the immortal's appearance shortly after their masters' vanishing was not coincidence. Instead, the ignav became the first immortal, the purebloods. After the first generation, the infection changed their appearance enough that others do not recognize them, but these few Legates remember the signs, and they hide it from everyone, especially the other capeks.

Some of these Legates have sent legionnaires which they have influence over to combat the immortal and try to learn of them in hopes of being able to undo the immortal infection of their masters, but without knowing what they are looking for or why, their search thus far has proven fruitless.

Any Legates created after the ignavs' disappearance know nothing of the reason that they vanished, and some of the most controversial have even proposed that the capeks as a whole should stop waiting for their masters and move on in the hopes of finding a new purpose.

These three general groups of Legates, those who know where the ignav went, others who remember the ignav, and those created after the ignav vanished, have formed three broad factions within the capeks, though many legate have begun to create their own fiefdoms, not to mention those capeks who no longer follow any legate. The only group which is close to what could be considered unified are those few legates who know the truth, but even they are more an alliance than being truly unified, while the other factions infight frequently.

Research TNs	Information Found Researching Legate
15	This is a legate. Legates were designed to be ambassadors to the outside world as well as the bureaucrats and administrators of the capeks. Since the ignav left, the legates have become the leaders of the capek.
50	The legates are very factional, with many conflicting views on the future path of the capeks, as well as nearly constantly shifting alliances between them.
75	The conflict between the legates can sometimes escalate to violence between their followers, and there are rumors of the legates directing the violence, even orchestrating the assassination of rival legates.

Legate Base Ability Scores
Brawn: -1 (Species tertiary)
Dexterity: -1 (Species secondary)
Agility: -2 (Species tertiary)
Stamina: -1 (Species secondary)
Sharpness: +1 (Species primary)
Willpower: +2 (Species primary)
Damage Reduction: 0
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters)
Morale: 13+Willpower

Legate Ambassador (Human Scale)
Threat Rating: Lead: 1/2
 Iron: 1/10
 Steel: 0
Height: 1.1-1.2 meters
Weight: 25-35kg
Brawn: 2
Dexterity: 2
Agility: 1
Stamina: 2
Sharpness: 4
Willpower: 5
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters)
Standard Weaponry:
Pistol (one hand) – Attack 2d8+2 (-5) / 2d6+4 dmg
Drone (see Gear chapter) – Attack 2d10+3 (-6) / 2d8 (Auto)
Durability: 2 (Special: Drone)
Damage Reduction: 0
Dodge Defense: 5 / 9 run
Body Defense: 6
Mental Defense: 9
Awareness Spot/Notice DCs: 15/20
Break TN: 18
Skills: Awareness/Haggling/Investigation/Trickery (5)

Hunched over like an old man, this metallic form's long legs are unsteady as it hobbles towards you, its digital face shifting to show a broad smile as it pauses to lean on its cane.

An extremely skilled spokesman and negotiator, this ambassador will not engage in combat if at all possible. Instead, it will use its silver tongue to try to talk its way out of trouble. While it has no real compunctions about lying morally, it will avoid doing so unless it feels the need as most Legate are of the opinion that they are better served in the long-term if they are trusted and that one Legate lying has ripple effects on the trust of all Legate.

The legate's digital face is designed to be able to give a general approximation of facial expressions to any species, though they are still learning what works well for humanity.

Encounter: Encountering a legate in person is quite rare, as they are both relatively rare and nearly always heavily defended as the current leaders of the capeks. It is possible that a legate may seek out the players with a job that they want done, possibly something which they can't rely upon their fellow capeks to do or something that they don't want their subjects to know about.

Legates do sometimes travel outside of capek controlled star-systems to speak to outsiders, though rarely. When they do, they would always be escorted by a group of heavily armed legionaries.

Tactics: A legate is not a combatant. In any fight, it will do its best to get someplace safe and simply wait for the legionaries to deal with the threat, possibly calling in reinforcements while they do.



Loci – “The Pets”

Like many humans, the ignav enjoyed having pets. Of course the creators of advanced synthetic life forms wouldn’t go to the trouble of training and taking care of an actual animal. Hence the ignav’s creation of the loci.

The loci do not all look the same, as each was customized based upon the preferences of their specific ignav master. The loci are small, well under half a meter in height and covered almost entirely with synthetic fur of fuzz to help make them cute. With a minimum of four and a maximum of seven limbs (six hands and a grasper tail), the loci can get nearly anywhere. All of of the locis’ limbs have electromagnets, allowing them to climb up sheer metal walls with ease. Unlike the other capeks, the locis do have some manner of animal-like face with nose, ears, and mouth; allowing them to exhibit a full range of facial expressions.

In addition to being treated as something akin to pets, the locis also acted as duct workers, their small size and climbing ability making them ideal at getting into the tight confines of ships and stations.

While most of the loci were designed to be cute, over the centuries their appearances have changed. Some simply haven’t bothered to keep up their appearance, and as they have performed maintenance upon engines, reactors, and fellow capeks, bits of fur or even parts of what made their facial features have worn away or been torn off and not replaced. Others of the loci have tried to exaggerate what made them appealing to their masters without truly understand why they were appealing, like adding more facial features such as three mouths or several sets of cosmetic eyes.



Research TNs	Information Found Researching Loci
12	This is a loci; they were treated as pets by the ignav.
20	The loci were also used as duct workers and mechanics due to their small size and climbing ability.
45	There have been documented cases of snapped locis who used their small size to infiltrate the inner workings of ships and stations to sabotage them, potentially even causing catastrophic meltdowns.

Loci Base Ability Scores	
Brawn:	-3 (minimum of 1) (Species tertiary)
Dexterity:	+0 (Species secondary)
Agility:	+1 (Species primary)
Stamina:	-3 (minimum of 1) (Species tertiary)
Sharpness:	-1 (Species secondary)
Willpower:	-1 (Species primary)
Damage Reduction:	0
Base Movement Speed:	1sq (2 meters) / Run: 2sq (4 meters) – Mag-climb
Break TN:	5+Willpower
Height:	0.3m-0.4m
Weight:	8kg-12kg
Swarm:	Due to their small size, loci gain an additional +1 Dodge Defense bonus and up to four may fit in a single square.
Mag-climb:	Loci can walk along anything metal at their normal movement speed, though they can't run along them.

Loci – Housepet (Human Scale)	
Threat Rating:	Lead: 1/4
Iron:	0
Steel:	0
Height:	0.3-0.4 meters
Weight:	6-10kg
Brawn:	1
Dexterity:	3
Agility:	4
Stamina:	1
Sharpness:	2
Willpower:	2
Base Movement Speed:	1sq (2 meters) / Run: 2sq (4 meters) – Mag-climb
Standard Weaponry:	
Pistol (two hands) – Attack	2d8+3 (-5) / 2d6+2 dmg
Durability:	1
Damage Reduction:	0
Dodge Defense:	9 / 13 run
Body Defense:	5
Mental Defense:	6
Awareness Spot/Notice TNs:	10/15
Break TN:	7

Reminiscent of a small metal monkey including patchy fur like children's toy might have, it looks up at you with several wide eyes, the small metallic creature blinks up at you while widening its mouths into a smile. Both of them.

This loci was pretty normal centuries ago when its masters were around. It acted as the pet of an ignav household, learning to amuse them with its cuteness and playing simple games. When they weren't paying attention to it, it made basic repairs in the surrounding area, both on their home and maintenance for other capeks.

With its masters gone, this loci still continues to maintain things for when its masters one day return. It has even gone so far as to 'improve' itself. After all, since its facial features made it cute and pleased its masters, more features should be better. After centuries of such 'improvements' it has given up on that as a way of luring back its masters. Now it searches for them, hoping that once they see its improvements they will never let it go again.

Saboteur – Loci (Thug 3) (Human Scale)	
Threat Rating:	Lead: 1/2
Iron: 1/4	
Steel: 1/10	
Height: 0.3-0.4 meters	
Weight: 8-12kg	
Brawn: 1	
Dexterity: 5	
Agility: 6	
Stamina: 1	
Sharpness: 3	
Willpower: 4	
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters) – Mag-climb	
Standard Weaponry:	
Pistol (two hands) – Attack 2d8+5 (-5) / 2d6+4 dmg	
Shortsword (two hand) – Attack 3d6+11 (melee) / 1d8+2 dmg	
Gear: Demolition Kit / Hacking Gear / Hacking Spike x3	
Durability: 1	
Damage Reduction: 1	
Dodge Defense: 11 / 15 run	
Body Defense: 5	
Mental Defense: 8	
Awareness Spot/Notice TNs: 10/15	
Break TN: 9	

Skittering along walls, this small metallic creature appears to have patchy fur across its back. It bares its small fangs at you as it runs past

This loci has gone a different route from many capeks. Rather than waiting or trying to get their masters to return, after centuries of despair this loci just wants to see the world burn.

Encounter: A loci can be encountered nearly anywhere that other capeks can be found as they have needed to find new occupations with the role as pets obsolete with the lack of ignav to serve. They are often found as hangers-on and often acts as mechanic for other capeks. However, legionnaires who have not totally cracked themselves are likely to shun any loci who have altered themselves with 'improvements' such as extra facial features, as legionnaires tend to be more conservative and want things, including the capeks, to remain unchanged from when the ignav left.

Tactics: A loci is likely to climb along the walls and ceiling while firing down on the players, though it will generally wait until their allies have made contact with the players and are keeping them busy. If they get the opportunity, a saboteur will rush past the PCs and hack any system they can, blowing through defenses with explosives and messing with any systems that they get the chance to hack into.



Capek Legionnaires

Capek Legionnaires were created by the ignav specifically to fight in combat. Even before the ignav vanished, their territory was generally off-limits to most other species. It was primarily the Legionnaires who defended their borders against incursions of all kinds, whether hostile or not. The ignav being gone has not kept them from continuing their duties.

Fortunately, unlike many capeks, there have been few confirmed cases of Legionnaires attacking other species unprovoked in order to gain materials or locations in an attempt to entice the ignav back to them. However, once other capeks have done so, it is not uncommon for Legionnaires to rush to the scene to defend them from any sort of counterattack.

While three of the most common legionnaire units are listed here, that list is not exhaustive and you may run into more exotic models. The letter/number combinations are not technically those used by the capeks themselves instead they use similar symbols.

Research TNs	Information Found Researching Legionnaires
10 (if A-2)	This is an A-2 legionary. They are the mainstay of the capek legions.
12 (if BR-4)	This is a BR-4 legionary. An older model; they are often considered expendable and are almost always led into battle by A-2s.
15 (if DX-1)	This a DX-1 legionary. They are used to add muscle to A-2 units.
20	You can read the uniforms of legionaries to know their ranks and you know that DX-1s commonly mark their metal carapace for each kill.

40	The A-2 was originally meant as an officer class for the older BR-4 models. But due to their general success and far more appealing aesthetic, the ignav made them the primary legionnaire model.
60	While the legions do officially follow the legates, in some cases it is little more than lip service. While they will protect any legate, they will generally refuse any commands they consider underhanded and not in keeping with their purpose as honorable soldiers.

<u>Legionnaire Model A-2 Base Ability Scores (Human Scale)</u>	
Brawn: -1 (Species tertiary)	
Dexterity: +0 (Species primary)	
Agility: +1 (Species secondary)	
Stamina: +0 (Species secondary)	
Sharpness: +0 (Species tertiary)	
Willpower: -1 (Species primary)	
Damage Reduction: 3	
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Break TN: 11+Willpower	
Height: 1.6-1.8 meters	
Weight: 70-85kg	

Legionnaire Model A-2 – “The Owls”

The most common and versatile model of Legionnaire, A-2s make up the bulk of the legions. They make cunning use of terrain, tactics, and make use of a variety of different weapon systems to get the job done.



Grunt - Legionnaire Model A-2 (Thug 1) (Human Scale)	
Threat Rating:	Lead: 1
	Iron: 3/4
	Steel: 1/2
Height: 1.6-1.8 meters	
Weight: 70-85kg	
Brawn: 2	
Dexterity: 5	
Agility: 5	
Stamina: 4	
Sharpness: 3	
Willpower: 3	
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Standard Weaponry:	
Rifle (two hands) – Attack 3d6+5 (-4) / 2d8+3 dmg	
Bayonet (on rifle) – Attack 2d6+7 (melee) / 1d8+3 dmg	
Durability: 4	
Damage Reduction: 3	
Dodge Defense: 9 / 13 run	
Body Defense: 6	
Mental Defense: 7	
Awareness Spot/Notice TNs: 10/15	
Break TN: 14	

Veteran - Legionnaire Model A-2 (Thug 8) (Human Scale)	
Threat Rating:	Lead: 2
	Iron: 1.5
	Steel: 1
Brawn: 3	
Dexterity: 7	
Agility: 6	
Stamina: 5	
Sharpness: 5	
Willpower: 5	
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Standard Weaponry:	
Rifle (two hands) – Attack 3d6+7 (-4) / 2d8+7 dmg	
Bayonet (on rifle) – Attack 2d6+10 (melee) / 1d8+6 dmg	
Flash grenade (one hand/light) – Attack: 3d8+2 (-16 per 5) vs BD / Blind 2 rounds (Grenade)	
Durability: 5	
Damage Reduction: 5	
Dodge Defense: 10 / 14 run	
Body Defense: 7	
Mental Defense: 9	
Awareness Spot/Notice TNs: 12/17	
Break TN: 16	

Approximately the height of an average human, though with longer limbs, this grunt has metallic scale covering most of its vulnerable workings, as well as plating for the sensors on its head.

A basic A-2, it shouldn't be underestimated in combat. Focused upon defense of what they consider to be the territory of the ignav and protection of its fellow capeks. Created and designed for straightforward combat, this A-2 will hold its ground and fight until destroyed or until its morale breaks.

Encounter: The players will encounter an A-2 grunt essentially any time that they run into the legion, as the A-2s for the backbone of the legion.

Tactics: A standard A-2 will generally stay at range, hugging cover and firing its rifle. At long range it will use Aim to reduce penalties, while at close range it will generally try to avoid melee. A group of grunts will close to melee against an isolated target to bring their numbers to bear, but not if it requires them to take fire from outside of cover.

Shock Trooper - Legionnaire Model A-2 (Elite 3) (Human Scale)	
Threat Rating:	Lead: 3
	Iron: 2

Steel: 1.5
Brawn: 3
Dexterity: 6
Agility: 5
Stamina: 4
Sharpness: 4
Willpower: 4
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)
Standard Weaponry:
Assault Rifle (two hands) – Attack 2d10+6 (-5) / 2d8+5 dmg (Auto +1)
Bayonet (on rifle) – Attack 2d6+9 (melee) / 1d8+4
Concussion grenade (one hand/light) – Attack: 3d8+1 (-16) / 6d6+1 dmg (Grenade)
Vitality: 11 / Life: 7 / Psyche: 8 / Grit: 1
Damage Reduction: 4
Dodge Defense: 9 / 13 run
Body Defense: 7
Mental Defense: 8
Awareness Spot/Notice DCs: 12/17
Break TN: 17

Special Forces - Legionnaire Model A-2 (Elite 6/Operative 1) (Human Scale) – Scout Template	
Threat Rating:	Lead: 8
Iron: 6.5	
Steel: 5	
Brawn: 3	
Dexterity: 7	
Agility: 6	
Stamina: 5	
Sharpness: 7	
Willpower: 3	
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Standard Weaponry:	
Sniper Rifle (two hands) – Attack 2d8+7 (-3) / 1d10+9ap dmg (Scope)	
Shortswords (pair – one hand each) – Attack 3d6+14 (melee) / 1d8+6	
Flash grenade (one hand/light) – Attack: 3d8+2 (-16 per 5) vs BD / Blind 2 rounds (Grenade)	
Vitality: 21 / Life: 8 / Psyche: 9 / Grit: 10	
Damage Reduction: 5	
Dodge Defense: 10 / 14 run	
Body Defense: 7	
Mental Defense: 7	
Awareness Spot/Notice DCs: 14/19	
Break TN: 16	
Talents: Crack Their Defenses / Red-Eye	

This capek stands tall, its grey and black camouflage cape hanging raggedly down its back, its flow disrupted by the bulk of a long sniper rifle. Turning towards you, its head bobs slightly as its visual sensors look you up and down, assessing you.

This A-2 Special Forces A-2 is an expert at stealth and marksmanship. They are often placed in units as small as two and tasked with a specific objective to complete. Other times they are added to a complement of grunts to do their scouting and often take down the most dangerous targets from a distance.

Encounter: Usually the special forces A-2s can be found performing special missions which may come into conflict with the players. In addition, they will also sometimes be attached to a squadron of grunts to supplement their long-range firepower.

Tactics: The special forces A-2 will focus on whoever seems to be the biggest threat, especially a melee threat, using Crack Their Defenses in combination with Red-Eye to hamper their ability to fight. It will stay out of melee whenever possible, choosing to begin combat at long range whenever possible.

Decanus - Legionnaire Model A-2 (Thug 5 – Leader Template) (Human Scale)	
Threat Rating:	Lead: 2
	Iron: 1.5
	Steel: 1
Brawn: 3	
Dexterity: 5	
Agility: 6	
Stamina: 4	
Sharpness: 6	
Willpower: 5	
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Standard Weaponry:	
Assault Rifle (two hands) – Attack 2d8+5 (-4 per 5) / 2d8+6 dmg (Auto-Fire +1)	
Bayonet (on rifle) – Attack 2d6+8 (melee) / 1d8+4 dmg	
Rocket Launcher (two hands / bulky) – Attack 2d6+5 (-12) / 1d20+1 (Tank) (single shot)	
Durability: 4	
Damage Reduction: 4	
Dodge Defense: 10 / 14 run	
Body Defense: 8	
Mental Defense: 10	
Awareness Spot/Notice TNs: 11/16	
Break TN: 17	

A red ridge has been added to this capek's helmet plating, making it stand out from fellow capeks. It uses a large polearm to direct its fellow legionaries, its motions projecting a certainty of purpose.

A decanus A-2 is placed in charge of a small squadron of their fellow A-2s. They are the sergeants leading their fellows into battle and keeping them in line. Any Space Dogs who run into a squadron of A-2s are would be well served to take down the Decanus first in the hope that the rest of the legionnaires break without its presence holding them steady.

Encounter: A single decanus is commonly put in command of a unit of legionaries, and you should expect to run into one every time you deal with a unit of grunts. If there are no higher ranked legionaries about, you should address the decanus if not in combat with the capeks, and you should do your best to kill it if you are.

Tactics: The decanus's increased morale can do a lot to keep a unit of grunts from breaking, and the decanus will not take any foolish risks. However, it will use its heavier weaponry to target heavier enemy targets, and if not in command it will use its prowess to act as a shield for the other A-2s.

Centurion - Legionnaire Model A-2 (Elite 7 – Leader Template) (Human Scale)	
Threat Rating:	Lead: 4
	Iron: 3
	Steel: 2
Brawn: 3	
Dexterity: 6	
Agility: 6	
Stamina: 4	
Sharpness: 6	
Willpower: 6	
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Standard Weaponry:	
Sniper Rifle (two hands) – Attack 2d8+6 (-3) / 1d10+8ap dmg (Scope)	
Longsword (two hands) – Attack 3d6+9 (melee) / 1d12+5 dmg	
Rocket Launcher (two hands / bulky) – Attack 2d6+6 (-12) / 1d20+2 (Tank scale) (single shot)	
Vitality: 15 / Life: 7 / Psyche: 12	
Grit: 2	
Damage Reduction: 5	
Dodge Defense: 10 / 14 run	
Body Defense: 7	
Mental Defense: 10	
Awareness Spot/Notice DCs: 14/19	
Break TN:	20
Talents: Hold the Line	

A purple crest along with top of this capek's head looks almost like a Mohawk, but something about it makes it look to be part of a uniform rather than an element of self-expression.

Centurions are in command of up to 100 other legionnaires, though most have fewer than that under their direct command. Unlike some other commanders, Centurions nearly always lead from behind if possible, commanding the troops under their command and keeping them from breaking.

Encounter: A centurion is almost never encountered without being surrounded by other legionnaires, whether or not it expects combat to break out. Unless with a legate or one of the rare commanders of the legion, a centurion will nearly always be in command. You should be wary not to offend a centurion unless conflict is already inevitable as they are known to be touchy.

Tactics: In combat a centurion's tactics will prioritize its own safety over dealing damage to the enemy, and it will avoid melee whenever possible unless it considers victory to be a certainty. However, it will take long range shots when solidly behind cover, using its rocket launcher against any mecha, using Boost to get hits even from a distance, though always saving enough Grit to use Hold the Line when needed.

Legionnaire Model BR-4 – “The Trash Cans”

The Legionnaire Model BR-4 is a simpler and more robust model, with their synthetic musculature largely covered by heavy metal plating, leading to a more brutal and rugged profile. Based upon ancient records, the BR4 is the oldest model of legionnaire, but it fell out of favor as later models were introduced despite their relative ease of production. While some continued to be produced over the centuries, they are mainly used to complement the more advanced A-2 units as a more expendable frontline. Occasionally a more remote outpost will be primarily BR-4 models with A-2s only in officer roles.

Legionnaire Model BR-4 Base Ability Scores (Human Scale)	
Brawn:	+0 (Species secondary)
Dexterity:	+0 (Species secondary)
Agility:	+0 (Species tertiary)
Stamina:	+2 (Species primary)
Sharpness:	-1 (Species tertiary)
Willpower:	-1 (Species secondary)
Damage Reduction: 6	
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)	
Awkward: -1 DD Penalty when running	
Break TN:	11+Willpower
Height: 1.2-1.3 meters	
Weight: 90-110kg	



Grunt - Legionnaire Model BR-4 (Thug 1) (Human Scale)	
Threat Rating:	Lead: 1
	Iron: 3/4
	Steel: 1/2
Brawn: 4	
Dexterity: 4	
Agility: 3	
Stamina: 7	
Sharpness: 2	
Willpower: 2	
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)	
Standard Weaponry:	
Machine Pistol (two hands) – Attack 2d10+4 (-6) / Damage 2d8 (Auto)	
Machine Pistol (one hand) – Attack 2d10+3 (-6) / Damage 2d8 (Auto)	
Broadsword (one hand) – Attack 3d6+8 / Damage 1d10+4	
Concussion grenade (one hand/light) – Attack: 3d8+0 (-16 per 5) / +6d6 dmg (Grenade)	
Durability: 7	
Damage Reduction: 6	
Dodge Defense: 7 / 10 run	
Body Defense: 8	
Mental Defense: 6	
Awareness Spot/Notice TNs: 10/15	
Break TN:	13

Veteran - Legionnaire Model BR-4 (Thug 11) (Human Scale)	
Threat Rating:	Lead: 2
	Iron: 1.5
	Steel: 1
Height: 1.2-1.3 meters	
Weight: 90-110kg	
Brawn: 6	
Dexterity: 6	
Agility: 4	
Stamina: 10	
Sharpness: 4	
Willpower: 5	
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)	
Standard Weaponry:	
Machine Pistol (one hand) – Attack 2d10+6 (-5 increment) / Damage 2d8+3 (auto-fire)	
Bastard Sword (one hand) – Attack 3d6+12 / Damage 1d12+9	
Rocket Launcher (two hands / bulky) – Attack 2d6+6 (-12) / 1d20+3 (Tank) (single shot)	
Durability: 10	
Damage Reduction: 8	
Dodge Defense: 8 / 12 run	
Body Defense: 10	
Mental Defense: 8	
Awareness Spot/Notice TNs: 13/18	
Break TN:	16

A short heavily plated form, unlike many capeks, the BR-4 has the look of something built for function as opposed to form.

While this BR-4 is inexperienced in combat, its sturdy construction can make it difficult to take down, especially in concert with A-2 fireteams and/or leadership.

Encounter: While not as common as A-2s, BR-4s will often be encountered with their more numerous A-2 cousins as a more expendable front-line.

Tactics: A BR-4 grunt will generally stand between A-2 allies and enemies, using auto-fire when viable. While hardly an expert in melee combat, they can pull out their blade when needed, though mostly acting as a speed bump for their A-2 cousins.

Legionnaire Model DX-1 – “The Linemen”

The Legionnaire DX-1s are massive constructs of synthetic muscle and sinew which they use to crush the legions’ foes. Unlike other legionnaires, they are rarely formed into their own units, instead being attached to other Legionnaire units, most commonly A-2s. Unlike the units which they are attached to, DX-1s rarely use more advanced tactics unless under close supervision, instead preferring straightforward fights. Once they have decided upon a course of action, they are almost impossible to dissuade, sometimes even disobeying direct orders to see it through.

DX-1s were not designed for intelligence, and its believed that the ignav actually weakened their intellect intentionally with the theory that it would make them more willing to lay down their lives for their fellow capeks.

Legionnaire Model DX-1 Base Ability Scores (Mecha Scale)
Brawn: +1 (Species primary)
Dexterity: +0 (Species secondary)
Agility: +0 (Species tertiary)
Stamina: +0 (Species secondary)
Sharpness: -2 (Species tertiary)
Willpower: +1 (Species primary)
Damage Reduction: 4
Base Movement Speed: 1sq (2 meters) / Run: 8sq (16 meters)
Awkward: -1 DD Penalty when running
Morale: 5+Willpower
Rage: If a DX-1 fails a Morale check to break, instead of trying to run away or surrender, they instead attack whichever of their foes last took down a capek, charging into melee if possible.
Height: 3.2-3.4 meters
Weight: 570-620kg

For example, if the DX-1’s side started with seven members, if a player kills the fourth one and the capeks fail their Devastated Morale check at the start of the following round, the DX-1 will attack that player, chasing them down even through danger or if attacking a different foe would make more tactical sense.

Legionnaire Model DX-1 Grunt (Thug 1) (Mecha Scale)
Threat Rating: Lead: 3.5
Iron: 2
Steel: 1
Brawn: 6
Dexterity: 4
Agility: 3
Stamina: 4
Sharpness: 1
Willpower: 5

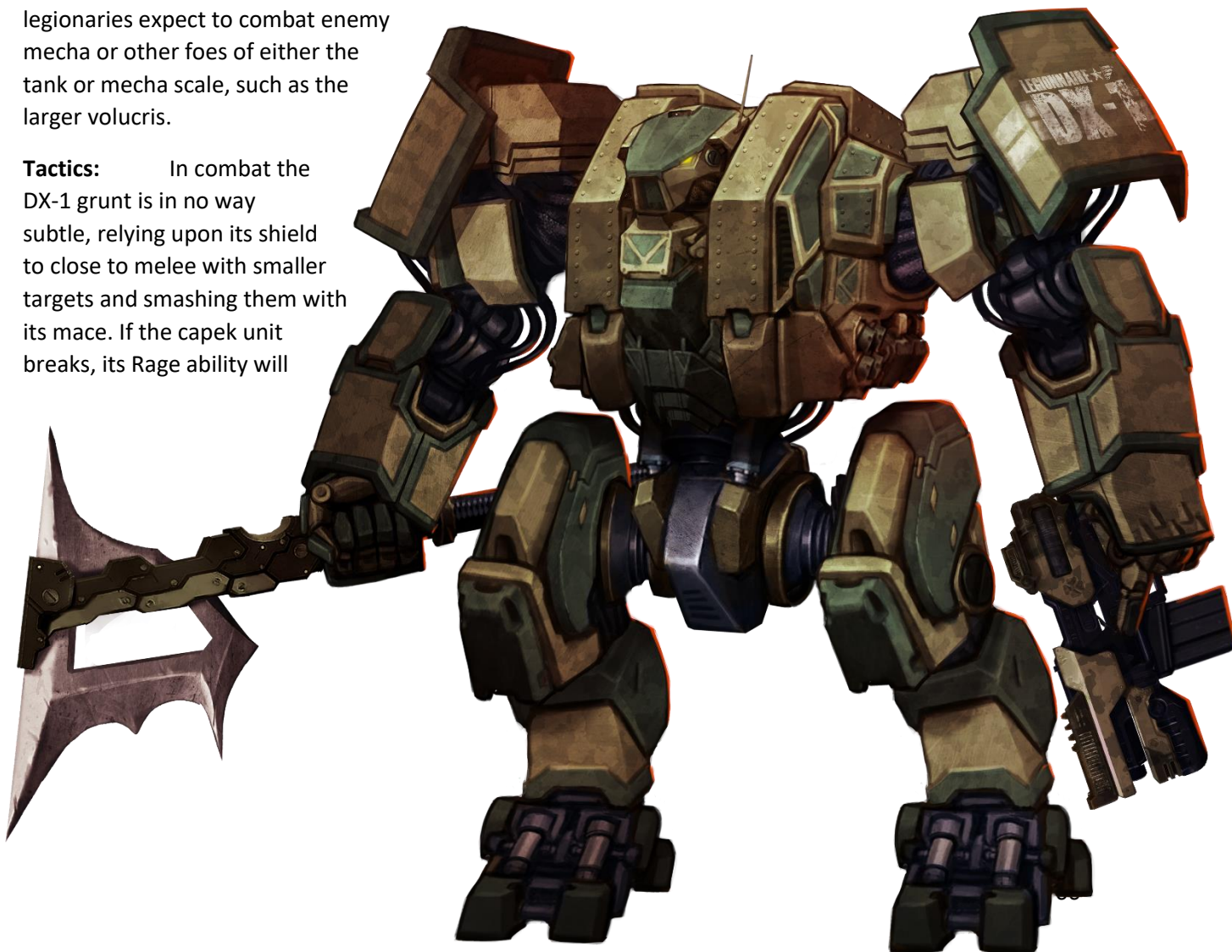
Base Movement Speed: 1sq (2 meters) / Run: 8sq (16 meters)
Standard Weaponry:
Shield (one hand) – Attack 1d10+10 / Damage 1d6+6 (Block)
Boarding axe (one hand) – Attack 2d8+10 / Damage 1d10+9
ST Pistol (one hand) – Attack 2d12+4 (-6) / Damage 4d8+1ap (H) dmg (Auto +0/Stable)
Durability: 4
Damage Reduction: 4
Dodge Defense: 3 / 6 run
Body Defense: 18
Mental Defense: 9
Awareness Spot/Notice DCs: 10/15
Break TN: 10 / Rage

Built like an oversized A-2 but with massive oversized shoulders and relatively short thick arms, this DX-1 looks a cross between a bulldozer and a grizzly bear.

A DX-1 Grunt does everything that he can to put himself between his fellow capeks and anything that it considers a danger, smashing the danger to pieces for good measure when it can.

Encounter: DX-1s are attached to units of A-2s when it's thought that brute force will be more beneficial than subtlety or precision. This is especially the case if the legionaries expect to combat enemy mecha or other foes of either the tank or mecha scale, such as the larger volucris.

Tactics: In combat the DX-1 grunt is in no way subtle, relying upon its shield to close to melee with smaller targets and smashing them with its mace. If the capek unit breaks, its Rage ability will



go into effect and it will charge into melee against the last PC to take down a capek.

Legionnaire Model DX-1 Dreadnaught (Thug 9) (Mecha Scale)	
Threat Rating:	Lead: 8
Iron: 5	
Steel: 3	
Brawn: 9	
Dexterity: 5	
Agility: 4	
Stamina: 6	
Sharpness: 2	
Willpower: 8	
Base Movement Speed: 1sq (2 meters) / Run: 8sq (16 meters)	
Standard Weaponry:	
Shield (one hand) – Attack 1d10+14 (melee/block) / Damage 1d6+12	
Battleaxe (one hand/bulky) – Attack 2d8+14 (melee) / Damage 1d10+16 dmg (Critical Impact)	
ST Pistol (one hand) – Attack 2d12+5 (-6) / Damage 4d8+5ap (H) dmg (Auto-Fire +3/Stable)	
Hand Cannon (one hand) – Attack 2d8+5 (-5) / 3d6+5 dmg	
Durability: 6	
Damage Reduction: 7	
Dodge Defense: 4 / 7 run	
Body Defense: 21	
Mental Defense: 12	
Awareness Spot/Notice DCs: 12/17	
Break TN: 13 / Rage	

This massive capek's broad chest is covered with black hash marks contrasting its metallic carapace. It looks around the room slowly, but you get the impression that it's only a moment from drawing the weapons on its back.

DX-1 Dreadnaughts are literal engines of destruction, smashing through the foes of the legion through sheer size and power.

Encounter: Dreadnaughts are assigned to units of A-2s who are tasked with difficult objectives which do not require subtlety. The PCs are likely to run into them assigned as guards to centurions or even higher ranked legionaries.

Tactics: A dreadnaught will normally follow the direction of their A-2 commanding officer, but they do prefer to test themselves in melee with the toughest looking foe. If the unit breaks, their Rage will have them charging towards whoever last killed one of its fellow legionaries.

Capek Encounters

Unlike most sapient species, due to their insular nature capeks will rarely be dealt with totally peacefully. Not that every interaction will become a fight, but violence is always on the table. Civilian

capeks only rarely leave the old ignav systems unless they've snapped, and the capek legions were had twitchy trigger fingers even before the ignav abandoned them. The years since have certainly not made them more mellow.

Listed here are some examples of both snapped civilian capeks as well as various legion units which a crew of Space Dogs may encounter.

Restaurant Staff	
6 Servitors	
2 Bloodthirsty Comite	
Threat Rating:	Lead: 4
Iron: 3	
Steel: 1	

At first glance these comite appear ready to serve you a sumptuous meal, but a moment later they draw blades and charge towards you.

If you encounter this restaurant staff, they likely aren't just after 20% tips. You may encounter this group of capeks as they invade a space station to perfect it and prepare it for their masters' return. You may also find them in a capek system, patiently awaiting their masters' return, but striking out against anyone or anything they deem to be desecrating their masters' home.

Encounter: A restaurant staff can be encountered anywhere that you encounter snapped capeks, either actively attacking other species or merely redecorating a space station which they took through force decades before.

Tactics: Not having been designed, programmed, or trained for combat, the comite will likely simply charge into combat, screaming for their enemies to bring back their lost masters. They may use cover, but they are more likely to charge forward or to Aim out in the open until their morale breaks.

Depending upon the circumstances, the waiters may not have shortswords on them, instead only having pistols and carving knives.

Construction Crew	
3 Artifex Construction Workers	
1 Barbaric Artifex	
Threat Rating:	Lead: 7
Iron: 5	
Steel: 2	

You hear the sounds of hammering and drilling long before the hulking forms of the capeks come into view. They turn towards you as one, and suddenly you have flash of being seen as the head of a nail which sticks up.

When you come across this construction crew, on the plus side they won't be making any catcalls, but the drawback is that they'll probably try to bury you in concrete. They will likely be easy to sneak up on with the racket they make while either creating new facilities or retrofitting existing facilities which the capeks have claimed in order to make them more suitable for their lost masters, the ignav.

Encounter: A construction crew can be found nearly anywhere that the capeks are, though they will likely be deep in the bowels of the station or facility, working on the toughest sorts of jobs to keep it running smoothly.

Tactics: Artifexes were not designed to be soldiers, nor are they very intelligent, having been designed for brute labor. The artifexes will likely simply charge into melee with their nearest enemy and keep swinging until they fall or their morale breaks.

If caught off guard they may not have even their makeshift weapons at hand, forcing them to take time to pick up building materials to use as makeshift weapons.

Legion Rifle Team	
4 Grunts (A-2)	
1 Grunt (BR-4)	
1 Decanus (A-2)	
Threat Rating:	Lead: 7
Iron: 5	
Steel: 3	

Moving as a single unit, these capeks move with a deadly military precision.

The most basic fighting force of the capeks, the A-2 rifle team shouldn't be underestimated. Whether or not they seem hostile at first, they can become a deadly threat at a moment's notice.

Encounter: Capek rifle teams can be found nearly anywhere that capeks are, and some places where you don't expect them to be.

Tactics: In combat, capek rifle teams hug cover when possible and try to set up crossfires to make it difficult for their foes to close to melee without taking fire outside of cover.

Shock Troop	
4 Grunts (A-2)	
1 Decanus (A-2)	
2 Grunts (DX-1)	
Threat Rating:	Lead: 13
Iron: 8	
Steel: 5	

The two lumbering capeks tower over their smaller brethren. Despite that, the way they move shows subservience to their smaller commander.

A rifle team given an attachment of two DX-1s, they are used to form a spearhead and break enemy strongpoints. Generally the DX-1s lead the way with their massive shields with the A-2s laying down covering fire.

Encounter: Not seen often, shock troops should be treated with extreme caution, especially by any Space Dogs without mecha support.

Tactics: The DX-1s will charge towards their foes. The rifle team will take advantage of their presence to move forward and provide close-range fire support, trying to use autofire from within 20 meters.

The Ambassador's Guard	
2 Grunts (A-2)	
3 Veterans (A-2)	
1 Centurion (A-2)	
1 Legate Ambassador	
Threat Rating:	Lead: 12
Iron: 9	
Steel: 6	

Moving with near perfect unison, the crisp movements of the six capeks move as one to protect the slow hunched figure in their midst.

This unit is not truly a combat unit. Instead, they are bodyguards for the Legate Ambassador, and all of them would give up their lives in an attempt to protect the Legate.

Encounter: As the Legate wouldn't willingly jump into a combat situation, this unit is most likely to be encountered when the ambassador is on a diplomatic mission. Likely other capek units will be nearby, as a Legate is unlikely to travel in the company of only half a dozen guards, but it is possible that they might do so if they are on some sort of covert mission.

Tactics: While the guard will not seek out conflict for risk of their charge being injured, it can happen. If it does, the legionaries will take cover when possible, but they will focus more on laying down cover fire and getting their legate charge to safety.

Capek Adventure Hooks

- Years ago, a small but bustling space station was attacked by capeks. One of the former inhabitants asks the players to infiltrate the station and retrieve something which he was forced to leave behind. In the intervening years, the comites have been preparing to welcome home their lost masters. You aren't them.
- As the players traverse a system near capek controlled space, a blip appears on the sensors as a ship jumps into the system. Soon they are hailed; the message an odd voice demanding to know "Where did you hide the masters?". These capeks have become convinced that the players are hiding something, and they're unlike to take no for an answer.

- The players are approached by an A-2 legionary who takes them to meet its legate. The legate takes the players into a private room and tells them about another legate who snapped and has begun ordering its subordinates to do crazy things. It needs the players to put down the other legate before its insanity spreads through the ranks of its subordinates.
- Snapped capeks have taken up residence on a previously occupied space station. The previous occupants either fled or were killed. For obvious reasons the owners want them gone with minimal damage to the station.
- Some time after dealing with a group of snapped capeks, a rogue strike force of legionaries comes after the PCs for revenge. They know that the capeks had snapped, and they just don't care.

Council of Mothers

Founded in 2078, The Council of Mothers is by far the most prevalent and famous (or infamous depending upon your view) psychic organization in the galaxy. Made up of a core of psychics and their families, there are quite a few unrelated hangers-on who seem to want to be close to what they call the next step of human evolution.

The Council of Mothers are willing to sell the services of their members, primarily the services of true psychics, all of which are female. While the main service they provide is warp navigation, for the right price The Council will send their psychics to do almost anything that they don't feel is overly dangerous to the true psychics.

In addition, The Council of Mothers will occasionally send out strike teams for their own purposes. Some reports have placed them kidnapping young psychic girls and bringing them back to train, as The Council considers all human psychics to be under their rule. Other reports have had their strike forces hitting gray matter grafting sites, especially as more rumors circulate that the grafters have started using human gray matter.

Research DCs	Council of Mothers Information Found
24	The Council of Mothers is a organization of human psychics
40	The Council of Mothers claims dominion over all human psychics.
70	Human psychics can by hired from The Council of Mothers for navigation or other purposes.
90	There are reports that The Council of Mothers will send strike teams to do various black ops missions such as kidnapping or terrorism.
115	The Council of Mothers are located on Paradise Station, which is a large but defunct scient station beyond the starlanes.



Cultist Troubleshooter (Thug 4)	
Threat Rating:	Lead: 1.5
Iron: 1	
Steel: 3/4	
Brawn: 4	
Dexterity: 6	
Agility: 4	
Stamina: 5	
Sharpness: 5	
Willpower: 5	
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Standard Weaponry:	
Rifle (two hands) – Attack 3d6+6 (-4) / 2d8+6 dmg	
Pair of Shortsword (one hand each / light) – Attack 3d6+11 (melee) / 1d8+6 dmg	
AM Rifle (two hands / very bulky) – Attack 2d6+3 (-8) / 1d8+5 (M) dmg (Single Shot / AP / Scope)	
Durability: 5	
Damage Reduction: 2 (Ballistic Vest)	
Dodge Defense: 8 / 12 run	
Body Defense: 8	
Mental Defense: 9	
Awareness Spot/Notice DCs: 11/16	
Break TN: 17	

Cultist Enforcer (Thug 5)	
Threat Rating:	Lead: 1.5
Iron: 1	
Steel: 3/4	
Brawn: 6	
Dexterity: 5	
Agility: 5	
Stamina: 6	
Sharpness: 4	
Willpower: 4	
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Standard Weaponry:	
Hand Cannon (one hand) – Attack 2d8+5 (-5) / 3d6+5 dmg	
Battleaxe (one hand) – Attack 2d8+11 (melee) / 2d6+10 dmg	
Large Bore Rifle (two hands/bulky) – Attack 2d6+5 (-6) / 1d8+5 (Low Pen / Exo) dmg	
Durability: 6	
Damage Reduction: 3 (Ballistic Armor)	
Dodge Defense: 9 / 13 run	
Body Defense: 10	
Mental Defense: 8	
Awareness Spot/Notice DCs: 11/16	
Break TN: 16	

These humans carry weapons reasonably well, but far more notable is the bright light of zealotry in their eyes.

Encounter: Council of the Mother cultists are not psychics, but they are totally devoted to human psychics generally and The Council of Mothers in particular. Often this is a result of being pro-human generally and thinking of psychics as proof of humanity's superiority. Cultists such as these may be encountered as part of the guard detail of psychics, or as part of a disposable team sent out into the starlanes by The Council on any number of missions.

The cultists will normally only attack when they feel it's to the benefit of The Council, but there have been reports of such cultists attacking anyone who they hear badmouthing The Council of Mothers or even human psychics generally.

Tactics: Both troubleshooters and enforcers will hug cover, but the enforcers will look for the opportunity to close the distance to melee when up against foes more reliant upon firearms. But they aren't stupid enough to do the same against krakiz or other such powerful foes.

Council Guardian (Elite 4 / Guardian 1)	
Threat Rating:	Lead: 6
	Iron: 4
	Steel: 2.5
Brawn:	4
Dexterity:	5
Agility:	4
Stamina:	5
Sharpness:	4
Willpower:	7
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Standard Weaponry:	
Hand Cannon (one hand) – Attack 2d8+3 (-5) / 3d6+5 dmg	
Assault Rifle (two hands) – Attack 2d10+5 (-5) / 2d8+5 dmg (Auto 2d8+1)	
Vitality: 20 / Life: 9 / Psyche: 12 / Grit: 14	
Damage Reduction: 3 (Ballistic Armor)	
Dodge Defense: 8 / 12 run	
Body Defense: 8	
Mental Defense: 11	
Awareness Spot/Notice DCs: 13/18	
Break TN:	21
Talents: Raw Psy-Strike / Boost	

Raw Psy-Strike
Cost: 3 Psyche 
Used: Melee Action
Attack: 2d10+5 vs DD
Damage: 2d10+7 (E) and you may choose to make a secondary attack roll
Secondary: On a hit roll 2d6+7 vs BD
Damage: Foe is pushed back a # of squares equal amount rolled over target's BD.

Boost
Cost: 1 or 2 Grit 
Used: Before any roll.
Effect: Add +1 to the roll for each point of Grit spent.
Special: Out of Combat using Boost is always spent from Grit Core and not from Grit Buffer.

Standing tall, this human man looks suspicious as he glances back and forth.

Encounter: Council of the Mother guardians are psychics, but they have much lower status than the true psychics do. True to their name, guardians are often seen guarding a true psychic, as no true psychic from The Council of Mothers goes anywhere without at least one guardian.

Guardians can also be seen doing similar activities to cultists, but only for what The Council considers to be an especially important mission.

Tactics: Guardians will use their assault rifle at range while sticking to cover, but they'll also look for the chance to close to melee with a Psy-Strike, using Boost to give +2 to accuracy. If protecting a true psychic, they are more likely to hang back, relying upon the true psychic's ranged abilities and stepping forward to protect the true psychic

Council Psychic (True Psychic 6)	
Threat Rating:	Lead: 9
	Iron: 6
	Steel: 4
Brawn:	2
Dexterity:	4
Agility:	4
Stamina:	4
Sharpness:	7
Willpower:	7
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Standard Weaponry:	
Rifle (two hands) – Attack 3d6+5 (-4) / 2d8+7 dmg	
Pistol (one hand/light) – Attack 2d8+4 (-5) / 2d6+7	
Vitality: 18 / Life: 6 / Psyche: 23 / Grit: 12	
Damage Reduction: 2 (Ballistic Vest)	
Dodge Defense: 8 / 12 run	
Body Defense: 6	
Mental Defense: 11	
Awareness Spot/Notice DCs: 10/15	
Break TN: 20	
Talents: Raw Psy-Blast / Psy-Blast / Crush / Raw Insanity / Nightmare / Nightmare Strike	

Crush
Requirements: two free hands / 1 charge
Cost: 2 Psyche 
Used: Action
Range: -8 per 5
Attack: 2d6+14 vs BD
Damage: 2d10+7 (E) / (Ignores armor)

Psy-Blast
Requirements: one free hand
Cost: 3 Psyche 
Used: Action
Range: A 16m (8sq) line originating at the psychic.
Attack: 2d8+7 vs BD

Damage: 2d8+7 (E) – (Ignores Armor) – if Psy-Blast misses a foe they are moved to the nearest square (they may choose if equidistant) outside of the AOE. If not possible or they would rather not, they instead take damage equal to your willpower

If Psy-Blast hits a foe they are pushed back to the far edge of the blast area.

Nightmare

Requirements: two free hands / 1 charge

Cost: 3 Psyche 

Used: Action

Targets: A number of foes up to your Sharpness

Range: -6 per 5 (all attack rolls use the highest range penalty)

Ongoing Attack: 3d6+14 vs MD

Damage: 7 Psyche damage

Special: If the target takes any psyche damage from Nightmare they take a -5 on all rolls this turn.

Special: Ongoing attacks ignore all cover/concealment

Nightmare's Strike

Requirements: one free hand

Cost: 1 Psyche 

Used: Action – Melee Phase

Committed: Unlike other Actions, Nightmare Strike's target must be chosen when the Action is chosen in the movement phase.

Attack: 2d10+14 vs DD

Special: You may only target those already hit by Nightmare this turn.

Note: Nightmare Strike is in all ways a melee attack, and may therefore be dodged, blocked, or fought in melee etc. The nightmare cannot be damaged.

Damage: 2d6+7 Psyche damage.

Special: Ignores all cover/concealment



Standing barely more than 1.5 meters, the teen waif seems distracted, as if she is paying attention to other things and cares little for you or the mundane world around her.

Encounter: Council Psychics are deployed to combat rarely. When not remaining with the council, they most commonly serve as navigators aboard high-end merchant ships who are willing to pay the exorbitant fees for their services and which The Council of Mothers consider trustworthy. It is these fees which pay for all of The Council's other activities.

Tactics: This psychic will use Psy-Blast against groups of foes or if she doesn't have time for charging-up. Most commonly she will use Nightmare on the group and then proceed to use Nightmare's Strike on whichever target seems the biggest threat.

Council of Mother Encounters

Council Strike Team
2 Cultist Troubleshooters
2 Cultist Enforcers
Group's Awareness Spot/Notice TNs: 11/16
Threat Rating: Lead: 6
Iron: 4
Steel: 3

The four humans move as a rough unit, more than willing to use their weapons against any threats.

Encounter: This sort of unit can be found across the starlanes doing dirty-work for The Council of Mothers, including kidnapping human children rumored to have psychic abilities. Sometimes they're wrong.

Tactics: The cultists will scatter, trying to get a shot with their heavy weapons. The troubleshooters will often use their AM rifles to fire through any cover

Council Navigator Escort Team
3 Cultist Troubleshooters
3 Cultist Enforcers
1 Council Guardian
1 Council Psychic
Group's Awareness Spot/Notice TNs: 13/18
Threat Rating: Lead: 24
Iron: 16
Steel: 11

The tall men move to keep any from getting a clear look at the teen girl in their midst, glaring at any who try.

Encounter: Most often this unit can be found aboard large interstellar merchant ships which are willing to pay extremely high prices to take expensive cargo through the warp slightly faster and likely through systems without warp beacons. The cultists and guardian are along to protect the psychic, not only from a merchant crew who may enslave them, but also because such an expensive cargo in remote systems is a lodestone to pirates.

Tactics: The team's first priority is the safety of the true psychic. She will generally stay with the group using Nightmare or Psy-Blast. The guardian will stick close to her, ready to interpose himself with Raw Psy-Strike, while the cultists lay down heavy fire. If things go awry and the psychic is in danger, it's not uncommon for them to retreat even before their high morale breaks.

Gray-Matter Grafting

Gray-Matter Grafting is a rather crude surgical procedure where the subject has brain matter from a psychic volucris or immortui grafted onto their own brain. While it's unclear how it works, this can sometimes give the subject some level of psychic powers, though rumors vary widely on how likely it is to succeed or what abilities they receive.

What psychic abilities that the subjects get varies by what brain matter is grafted onto the subject's. It should be noted that there have been rumors of human brain matter being used for grafting, there is no widespread evidence. While gray-matter grafting using immortui or volucris brain matter is illegal in many star-systems and generally frowned upon, using human brain matter would be in violation of the builders' magistrates and the perpetrator(s) would do hard time in a penal colony.

The subject of gray-matter grafting can potentially gain any of the psychic abilities of the species whose brain matter is grafted onto them.

If the subject doesn't have enough Psyche to use their psychic ability then using it will immediately knock them unconscious. This is both if their Psyche is too low or if they don't have a Psyche score at all due to having a Durability score.

The template below applies even if the subject doesn't gain any psychic abilities from the procedure.

Research TNs	Information Found Researching Gray-Matter Grafting
10	Gray-matter grafting is the process of using brain matter from psychic species to other species in an
20	The torali are known as the surgeons behind gray-matter grafting, but they are not the only ones.
45	There are rumors that getting a graft from a human could allow one to become a warp navigator.
55	There are no known cases of the subject of gray-matter grafting being able to navigate the warp.

Gray-Matter Grafting Template
(Note: These are in addition to their core species ability scores.)
Willpower: -1 (minimum 1)
Break TN: -1
Special: Add 1 psychic power from the source of the grafting. A thug with grafting can use the power once per day without penalty. A second use will knock themselves unconscious.

Grafted Skaplek (Thug 4)
Threat Rating: Lead: 2
Iron: 1
Steel: 0.75
Brawn: 4

Dexterity: 4
Agility: 5
Stamina: 6
Sharpness: 4
Willpower: 2
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters) – All Fours - 3sq (6 meters)
Standard Weaponry:
Pistol x3 (two-handed x2 & one-handed) - Attack: 2d8+7 (-5) / 2d6+8 dmg
Shortsword (one hand) – Attack: 3d6+9 (melee) / 1d8+5 (M) dmg
Shortsword x3 (two-handed x2 & one-handed) – Attack: 3d6+11 (melee) / 1d8+7 (M) dmg
Claws & Bite (one hand minimum) – Attack: 1d10+9 (melee) / 1d6+5 dmg
(1/day) Volucris Mind Blast (one hand) - Attack: 2d8+6 (-5 per 5) / 3d6+2 vs MD dmg
Durability: 6
Damage Reduction: 4 (mesh)
Dodge Defense: 8/11
Body Defense: 8
Mental Defense: 7
Awareness Spot/Notice TNs: 11/16
Break TN: 7 (Berserk) / 10

Immortui

The immortui are a threat to anyone who travels the warp, and have been for nearly half a millennium in Earth years. Occasionally a ship will seemingly vanish to the warp tides only to reappear somewhere else, its crew all infected by the immortui and out to infect or murder every other living thing.

Unknown to everyone throughout the starlanes is where the immortui come from, or why their attacks began when they did. The capeks' creators, the ignav were great admirers of the ancient species, and they spent much time and resources collecting ancient artifacts which were believed to be from their time. Unfortunately, this led to their downfall. Whether it was left as some sort of doomsday armory, or as a time bomb, one of those relics destroyed them. It contained a neutral immortui infection.

Since the ignav were the first to come into contact with it, the immortui infection engineered itself to their biology, so unlike other species, the ignav who were infected were not destroyed by it within a year or two at the outside like other infected, but instead live only slightly shortened lifespans to what they had beforehand, which is still slightly longer than a human's.

The immortui infection is actually airborne, but it can normally only infect the ignav. However, other host species can be infected by sufficiently changing their brain chemistry to match that of the ignav. Needless to say, such a procedure is not without consequences, and it is one of the main reasons that the bulk of immortui are 'feral'. Only a minority of any other species retains their rationality after they are converted.

While feral immortui can still speak, they lose their ability to converse or reason rationally. They instead seek only to kill and destroy all who are not immortui, generally in the most gruesome ways possible. However, the feral immortui do seem to be subservient to their rational brethren, taking basic orders for short periods and even holding back from killing blows so that the rational immortui can convert their victims in turn.

It should also be noted that all immortui, both feral and rational, retain some sort of scar on or around their skull due to the process of changing their brain chemistry, though of course generally hidden by hair, fur, or feathers. This can be useful knowledge as sometimes a rational immortui will infiltrate the starlanes, posing as a normal person, often attempting to gain power & influence in order to lead more and more victims into the clutches of his brethren.

What effect the immortui infection has upon its host varies greatly between different species, and there appear to be several strains of the immortui infection to vary the effects even further. However, the immortui infection can only affect sentient species, nor can it infect any volucris.

Perhaps most notably, the immortui infection gives some amount of combat prowess even to individuals who had none. The host also gains in combat prowess. Every immortui infected individual has at least 1 level in Thug even if they had no combat skills at all before their infection.

Research TNs	Information Found Researching Immortui
3	The immortui can appear from nearly anywhere, attacking and trying to infect species across the starlanes, turning them into more immortui.
6	The majority of immortui are feral, no longer truly capable of reason.

12	Some of the immortalui which did not go feral have psychic abilities, primarily focused on mental control, though they can also use their abilities to safely travel the warp.
20	While the immortalui infection is technically airborne, a subject's brain chemistry has to be shifted slightly before the immortalui can take root.
30	While it has been attempted many times, there is no known method of removing the immortalui infection. Once infected, the host is considered dead by all across the starlanes.
50	There are rumors of 'true' immortalui, who are an actual species rather than being infected.
100*	The 'true' immortalui are what has become of the now extinct ignav (creators of the capkes). They were themselves infected, and they now travel the warp looking to infect other sentients.

*This is information likely impossible to discover in most situations.



Feral Immortui

The majority of those infected by the immortalui have their minds broken by the procedure of making the host's brain hospitable to the infection before the immortalui can take over all of the host's thought processes. This leaves the immortalui infection controlling a broken shell which doesn't actually want to attack and kill. However, that doesn't make the immortalui anything less than dangerous. The infection itself has gone feral, attacking without conscience or reservation. The host however seems to remain aware, occasionally speaking in short bursts such as "I'm sorry.", "run away".

Despite this awareness, no experimentation has shown any method of removing the immortalui infection without killing the host.

Perhaps more frightening than the ferals themselves, the ferals seem to willingly take limited direction from more sapient immortalui. Being killed by the ferals is scary enough, but to have them not finish you off so that you can undergo the procedure yourself to join their ranks is far more terrifying.

Research TNs	Information Found Researching Feral Immortui
5	This is a feral immortal. (recognize after observation – not immediate)
20	Feral immortal obey orders from immortal who have retained their rationality, but they can still quickly lose focus unless watched closely.
30	Upon infection, a feral immortal retains their skills such as piloting a ship as well as their awareness, even as they lose their control of their bodies to the infection.

Feral Immortui Infection Template
(Note: These are in addition to their core species ability scores.)
Brawn: +1
Dexterity: +1
Agility: +1
Stamina: +0
Sharpness: -2 (minimum 1)
Willpower: -1 (minimum 1)
Damage Reduction: +0
Base Movement Speed: +1 sq to run speed
Break TN: +0 / Savagery
Awareness: -2
Special: When creating a feral immortal, remove all Talents and replace all Elite and PC class levels with levels in Thug. They retain their prior primary, secondary, and tertiary ability scores. A feral immortal without any levels gains one level in Thug.
Savagery: When its morale breaks, a feral immortal will not run. Instead, it will spend one round doing nothing but hug cover without moving and the following round try to close to melee against the closest foe, running if they cannot close to melee in the movement phase.
Note: During these moments of Savagery, the host's consciousness is more likely to let out a short outburst such as "please kill me".

Feral Infected Alanny Flock Ruffian (Thug 1)
Threat Rating: Lead: 3/4
Iron: 1/2
Steel: 1/4
Brawn: 2
Dexterity: 4
Agility: 6
Stamina: 2
Sharpness: 2

Willpower: 1
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters) – Nimble /15 sqs Glide
Standard Weaponry:
Pistol (one hand) – Attack 2d8+4 (- 5) / 2d6+2 dmg
Shortsword (one hand) – Attack 3d6+10 (melee) / 1d8+2 dmg
Durability: 2
Damage Reduction: 0
Dodge Defense: 11 / 15 run
Body Defense: 6
Mental Defense: 5
Awareness Spot/Notice TNs: 8/13
Break TN: 10 – Savagery/ Group over the Individual

Feral Infected Krakiz (Male) Shock-trooper (Thug 3) (exo scale)
Threat Rating: Lead: 3.5
Iron: 2.5
Steel: 1.5
Brawn: 7
Dexterity: 3
Agility: 4
Stamina: 5
Sharpness: 1
Willpower: 2
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters) – All Fours - 4sq (8 meters)
Standard Weaponry:
Shot Thrower - Attack: 2d10+3 (-8) / 2d12+1 dmg (Low pen)
Power Hammer (two hands/very bulky) – Attack: 2d6+10 (melee) / 1d8+8 (M) dmg
Concussion grenade (one hand/light) – Attack: 3d8+2 (-16 per 5) / +6d6+1 (Grenade)
Claws & Bite (one hand) – Attack: 2d6+10 (melee) / 1d8+8 dmg
Durability: 5
Damage Reduction: 3 (mesh)
Dodge Defense: 6 / 9 run
Body Defense: 15
Mental Defense: 6
Awareness Spot/Notice TNs: 8/13
Break TN: 10 - Savagery

Overclocked Immortui

For whatever reason, in some, the immortal infection seems to burn brighter, the infection burning through them much more strongly, killing them within weeks as opposed to months or years. For those weeks though, an overclocked immortal is much more dangerous than their feral kin.

Research TNs	Information Found Researching Overclocked Immortui
8	This is an overclocked immortal. (recognize after observation – not immediate)
20	Overclocked immortal obey orders from immortal who have retained their rationality, but they can still quickly lose focus unless watched closely.
40	Upon infection, an overclocked immortal loses all of their skills, becoming little more than a twitchy ball of violence.

Overclocked Immortui Infection Template
(Note: These are in addition to their core species ability scores.)
Brawn: +2
Dexterity: +1
Agility: +3
Stamina: +2
Sharpness: -1 (minimum 1)
Willpower: -1 (minimum 1)
Mettle: +1
Base Movement Speed: +1sq movement speed / +2 sq to run speed
Break TN: -1 / Savagery
Awareness: -5
Special: When creating an overclocked immortal, remove all skills, Talents, and replace all Elite and PC class levels with levels in Thug. They retain their prior primary, secondary, and tertiary ability scores. An overclocked immortal without any levels gains one level in Thug.
Savagery: When its morale breaks, an overclocked immortal will not run. Instead, it will try to close to melee against the closest foe, running if they cannot close to melee in the movement phase.

Overclocked Infected Robo-arms Grunt (Thug 1) (Human Scale)
Threat Rating: Lead:2
Iron: 1.5
Steel: 3/4
Brawn: 9
Dexterity: 4
Agility: 6
Stamina: 6
Sharpness: 1
Willpower: 4
Base Movement Speed: 2sqs (4 meters) / Run: 5sqs (10 meters)
Standard Weaponry:
Boarding axe (one-hand) – Attack 2d8+13 / 1d10+14 dmg

Machine Pistol (one hand/light) – Attack 2d10+4 (-6) / 2d8+1 dmg (Auto)
Robotic Punch – Attack 2d6+13 / 1d8+10 dmg
Durability: 6
Damage Reduction: 4 (Mesh)
Dodge Defense: 10 / 13 run
Body Defense: 13
Mental Defense: 8
Awareness Spot/Notice TNs: 5/10
Break TN: 11 - Savagery

Rational Immortui

A definite minority among the immortalui, no one is really sure exactly what chance there is of an immortalui infection resulting in a rational immortalui as opposed to one of the more common feral varieties, though estimates range from as low as 5% all the way to 20%, possibly varying by the host's species. This unknown is extremely dangerous, as if it could be answered then the galactic community would have some idea of how many such immortalui they should be on the lookout for.

While the immortalui infection does make all immortalui more physically threatening, what is truly insidious about the rational immortalui is that it is all but impossible to recognize one without a thorough medical screening.

There are two general categories of rational immortalui. There are those who lead their feral brethren into combat and on raids, as the feral immortalui appear to take their direction. Then there are those who infiltrate the starlanes at large, setting the groundwork for immortalui raids. Though, it should be noted that most systems, as well as some companies, do require medical screenings before someone is placed in a position of authority.

Research TNs	Information Found Researching Rational Immortui
14	This is a rational immortalui. (recognize after medical screening – not immediate)
20	Rational Immortui can give orders to Immortui who have lost their minds as part of the transition.
40	Many rational Immortui will try to infiltrate important postings before exploiting them for maximum damage.
70	Psychic Immortui usually have positions of authority even over other rational immortalui

Rational Immortui Infection Template
(Note: These are in addition to their core species ability scores.)
Brawn: +1
Dexterity: +1
Agility: +1
Stamina: +0

Sharpness: +1
Willpower: +0
Base Movement Speed: +1 sq to run speed
Break TN: +1
Special: A rational immortal without any levels gains one level in Thug.

Rational Infected Alanny Spymaster (Thug 2 – Leader Template)
Threat Rating: Lead: 1
Iron: 3/4
Steel: 1/2
Brawn: 2
Dexterity: 4
Agility: 5
Stamina: 2
Sharpness: 6
Willpower: 4
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters) – Nimble /15 sqs Glide
Standard Weaponry:
Pistol (one hand) – Attack 2d8+4 (-5) / 2d6+6 dmg
Shortsword (one hand) – Attack 3d6+9 (melee) / 1d8+2
Durability: 2
Damage Reduction: 0
Dodge Defense: 10 / 14 run
Body Defense: 6
Mental Defense: 8
Awareness Spot/Notice TNs: 10/15
Break TN: 15
Skills: Haggling/Trickery (4)

Psychic Immortui

A rarity even amongst the rational immortal, a small percentage of the infected gain psychic abilities. In nearly every case, those immortal who gain psychic abilities seem to be the leaders of both feral and rational immortal.

Research TNs	Information Found Researching Psychic Immortui
14	This is a rational immortal. (recognize after medical screening – not immediate)
20	Rational Immortui can give orders to Immortui who have lost their minds as part of the transition.
40	Many rational Immortui will try to infiltrate important postings before exploiting them for maximum damage.
70	Psychic Immortui usually have positions of authority even over other rational immortal

Psychic Immortui Infection Template	
(Note: These are in addition to their core species ability scores.)	
Brawn:	+0
Dexterity:	+1
Agility:	+1
Stamina:	+0
Sharpness:	+2
Willpower:	+0
Damage Reduction:	+0
Base Movement Speed:	no change
Break TN:	+2

Only NPCs with Elite levels or those with PC class levels can be converted into psychic Immortui.

Special Abilities:

All psychic immortal gain one of the below psychic talents upon being converted into an immortal, and they may also trade out Talents they already had for additional psychic talents.

Immortui Fear
Requirements: Psychic Immortui Level 6+ / one free hand / 1 charge
Cost: 3 Psyche 
Used: Action – Movement Phase
Targets: One
Range: -8 per 5
Attack: Sharpness+3d10 vs MD
Damage: Willpower Psyche damage

Special: If a foe takes any psyche damage, they lose out on using any Action they may have planned this turn and instead Run away from you this turn.

The enemy side may not use the target's Break TN for the next turn's Break Test.

Immortui Mind Touch

Even the most basic of this strain is able to attack a mind with a touch.

Requirements: Psychic Immortui / Level 1-3

Cost: 3 Psyche 🔥

Used: Action

Range: Melee

Attack: Agility+Sharpness+2d8 vs MD

Damage: 1d12+Willpower Psyche damage.

Immortui Mind Pierce

As they gain mental strength, psychic immortui are able to reach out and attack their foe's mind.

Requirements: Psychic Immortui / Level 4+

Cost: 4 Psyche 🔥

Used: Action

Range: -8 per 5

Attack: Sharpness+Sharpness+2d6 vs MD

Damage: 1d12+Willpower Psyche damage.

Special: Ignores all cover/concealment

True Immortui

Unlike the bulk of the immortalui, the true immortalui were born rather than being infected. However, while their original species, the ignav, was originally infected, that was centuries ago, and none of the original ignav remain. Over the generations the immortalui infection has changed their bodies in addition to their minds, and they no longer look entirely like their ignav ancestors.

The ignav were never a very numerous species, instead relying upon the capeks for their production and everyday needs, and the conversion of the entire species took a heavy toll as well, so their numbers are surprisingly low.

The true immortalui lurk at the edges of the starlanes in their stealth ships such as the wraith, using their psychic abilities to travel the warp and pick off any targets of opportunity, infecting the inhabitants and then setting them loose upon the galaxy. The true immortalui tend to be much more cautious than other immortalui, only attacking when they believe that victory is assured, and trying to lock down all knowledge of them. This has led to the very existence of the true immortalui to be at most a rumor to most of denizens of the starlanes.



Research TNs	Information Found Researching True Immortui
35	These appear to be the rumored true immortalui (recognize on sight).
40	The true immortalui attack in concert with other immortalui, using them as shock troops and cannon fodder.
45	True immortalui rarely attack any target unless they feel sure of victory.

60	A large portion of the true immortalui have psychic abilities, allowing them to traverse the stars independent of the starlanes.
75	True immortalui will never surrender, and if backed into a corner where they cannot run or fight, they will commit suicide in the most self destroying way possible; commonly by grenade.
90*	Unlike other immortalui, true immortalui have a lifespan of nearly a century. In addition, they can breed true, their children born already infected as immortalui.
100*	The 'true' immortalui are what has become of the now extinct ignav. They were themselves infected, and they now travel the warp looking to infect other sentients.

*This is information likely impossible to discover in most situations.

True Immortui	
Brawn: +0 (Species tertiary)	
Dexterity: +0 (Species secondary)	
Agility: +1 (Species primary)	
Stamina: +1 (Species tertiary)	
Sharpness: +2 (Species secondary)	
Willpower: +0 (Species primary)	
Height: 1.4-1.7 meters	
Weight: 45-75kg	
Base Movement Speed: 2sqs (2 meters) / Run: 4sqs (8 meters)	
Morale: 11+Willpower	
All True Immortui automatically know Immortui Mind Pierce (see Psychic Immortui)	

Class: Unlike most non-humans, true immortalui can take levels in the True Psychic class. However, they cannot take ranks in the telekinesis skill, which therefore means that cannot learn psychokinetic talents.

Talents: All true Immortui gain one of the psychic immortalui talents. In addition, as they gain levels they may change their current psychic immortalui talent for one which they now qualify for.

True Immortui Marauder (Elite 2)	
Threat Rating:	Lead: 2.5
	Iron: 1.5
	Steel: 1
Height: 1.4-1.7 meters	
Weight: 45-75kg	
Brawn: 3	
Dexterity: 4	

Agility: 6
Stamina: 5
Sharpness: 6
Willpower: 5
Base Movement Speed: 2sqs (4 meters) / Run: 4sqs (8 meters)
Standard Weaponry:
Pistol - Attack: 2d8+4 (-5) / 2d6+6 dmg
Shortsword - Attack: 3d6+10/ 1d8+3 dmg
Vitality: 12 / Life: 8 / Psyche: 11 / Grit: 1
Damage Reduction: 3 (mesh)
Dodge Defense: 10 / 13 run
Body Defense: 7
Mental Defense: 9
Awareness Spot/Notice TNs: 12/17
Break TN: 18
Talents: Immortui Mind Pierce

True Immortui Corsair (Elite 6 – Leader Template)	
Threat Rating:	Lead: 4
	Iron: 3
	Steel: 2
Height: 1.4-1.7 meters	
Weight: 45-75kg	
Brawn: 4	
Dexterity: 5	
Agility: 6	
Stamina: 5	
Sharpness: 9	
Willpower: 6	
Base Movement Speed: 2sqs (4 meters) / Run: 4sqs (8 meters)	
Standard Weaponry:	
Rifle (two hands) - Attack: 3d6+5 (-4) / 2d8+11 dmg	
Dueling Blade (one hand) - Attack: 2d10+11/ 1d8+6 dmg	
Vitality: 16 / Life: 9 / Psyche: 15 / Grit: 1	
Damage Reduction: 5 (mesh)	
Dodge Defense: 10 / 13 run	
Body Defense: 8	
Mental Defense: 9	
Awareness Spot/Notice TNs: 13/18	
Break TN: 20	
Talents: Immortui Fear / Hold the Line	

True Immortui Cerebral (True Psychic 3)

Threat Rating:	Lead: 4
	Iron: 3
	Steel: 2
Height: 1.4-1.7 meters	
Weight: 45-75kg	
Brawn: 3	
Dexterity: 4	
Agility: 5	
Stamina: 4	
Sharpness: 8	
Willpower: 5	
Base Movement Speed: 2sqs (4 meters) / 4sqs (8 meters)	
Standard Weaponry:	
Rifle - Attack: 3d6+4 / 2d8+8 dmg	
Dueling Blade - Attack: 2d10+9/ 1d8+3 dmg	
Vitality: 11 / Life: 7 / Psyche: 16 / Grit: 10	
Damage Reduction: 3 (mesh)	
Dodge Defense: 9 / 12 run	
Body Defense: 7	
Mental Defense: 9	
Awareness Spot/Notice TNs: 12/17	
Break TN: 18	
Psychic Talents: Immortui Mind Pierce / Raw Insanity / Murderous Rage	

True Immortui Mentalist (True Psychic 7)	
Threat Rating:	Lead: 7
	Iron: 4.5
	Steel: 3
Height: 1.4-1.7 meters	
Weight: 45-75kg	
Brawn: 2	
Dexterity: 4	
Agility: 6	
Stamina: 4	
Sharpness: 9	
Willpower: 7	
Base Movement Speed: 2sqs (4 meters) / 4sqs (8 meters)	
Standard Weaponry:	
Rifle - Attack: 3d6+4 / 2d8+10 dmg	
Shortsword - Attack: 3d6+10/ 1d8+3 dmg	
Vitality: 15 / Life: 6 / Psyche: 23 / Grit: 12	
Damage Reduction: 1 (no armor)	
Dodge Defense: 10 / 14 run	
Body Defense: 6	
Mental Defense: 11	

Awareness Spot/Notice TNs: 14/19
Break TN: 19
Psychic Talents: Immortui Mind Pierce / Raw Insanity / Raw Psy-Scream / Fear / Nightmare / Nightmare's Strike / Mind Duel

Krakiz

Recently, there has been a resurgence of an ancient Krakiz mentality, its adherents called Primevals. They believe that one only truly owns as much as they can keep safe, so they have a very odd view of ownership. So long as something is taken in the open by force rather than by stealth or trickery, they do not generally consider it to be theft. There are some cultural exceptions, but thus far these have remained murky to us.

While the majority of Krakiz are relatively peaceful, all seem ready to fight if the situation calls for it. However, there are enough which are a threat, whether as mercenaries or common pirates, that we have included them in this Threat Guide.

The females of the Krakiz are rarer than the males, and they are substantially larger and often more aggressive. In combat situations Krakiz are usually led by a dominant female who hold them together. If you want the krakiz to run from you due to fear, you should first focus upon eliminating their leaders, after which there is a good chance that the rest will scatter.

Research TNs	Information Found Researching Krakiz
1	These are krakiz (name on sight).
4	Krakiz commonly take jobs which require physical strength, whether manual labor or as security.
6	Some kraiz, the Primevals, are extremely aggressive and consider anything they can take by force rightfully theirs.
12	Krakiz females are substantially bigger & stronger than the males. The females are a small minority, but they form prides, leading a dozen or so males.
20	Krakiz are formed into loose clans, though their clan allegiance can shift.
35	Many krakiz have a love of taming dangerous beasts, either using the beasts themselves or selling them once trained.
60	The krakiz used to be largely united under the Vrlakiz tribe, but as they've spread across the starlanes their prides have fragmented between various tribes, or even as unaligned prides.

GM Tip: If you decide to build out your own krakiz, it can be flavorful to give elites a level or two in Brute. Be careful, as the Brute Force talent can make krakiz far more deadly and durable in combat, and you should keep that in mind when deciding if the players can take them in a fight. Especially female krakiz due to their high Brawn and Stamina.

Male Krakiz Ability Scores (exo scale)
Brawn: +0 (Species primary)
Dexterity: -1 (Species tertiary)
Agility: -1 (Species secondary)
Stamina: +0 (Species primary)
Sharpness: -1 (Species tertiary)
Willpower: -1 (Species secondary)
Damage Reduction: 0
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters) – All Fours - 3sq (6 meters)

All Fours: A krakiz gains +2 sqs (+4 meters) to their run speed if they have at least one hand empty. They only gain a DD bonus when they have at least one hand empty.
Morale: 8+Willpower
Claws & Bite (one hand) – Attack: 2d6+Brawn+Dexterity / 1d8+Brawn dmg
Height: 1.8m – 2.3m
Weight: 170kg-270kg

Female Krakiz Ability Scores (exo scale)
Brawn: +1 (Species primary)
Dexterity: -1 (Species tertiary)
Agility: -1 (Species secondary)
Stamina: +1 (Species primary)
Sharpness: -1 (Species tertiary)
Willpower: +1 (Species secondary)
Damage Reduction: 0
Base Movement Speed: 1sqs (2 meters) / Run: 1sqs (2 meters) – All Fours - 3sqs (6 meters)
All Fours: A krakiz gains +2 sqs (+4 meters) to their run speed if they have at least one hand empty. They only gain a DD bonus when they have at least one hand empty.
Morale: 9+Willpower
Claws & Bite (one hand) – Attack: 2d6+Brawn+Dexterity / 1d8+Brawn dmg
Height: 2.1m – 2.7m
Weight: 250kg-380kg

Krakiz (Male) Marauder (Thug 1) (exo scale)
Threat Rating: Lead: 1.5
Iron: 1
Steel: 3/4
Brawn: 5
Dexterity: 3
Agility: 2
Stamina: 4
Sharpness: 2
Willpower: 2
Base Movement Speed: 1sqs (2 meters) / Run: 1sqs (2 meters) – All Fours - 3sqs (6 meters)
Standard Weaponry:
Shot Thrower - Attack: 2d10+2 (-8) / 2d12 dmg (Low pen)
Boarding axe (one hand) – Attack: 2d8+8 (melee) / 1d10+7 dmg
Concussion grenade (one hand/light) – Attack: 3d8+0 (-16 per 5) / +6d6 dmg (Grenade)
Claws & Bite (one hand) – Attack: 2d6+8 (melee) / 1d8+5 dmg
Durability: 4
Damage Reduction: 2 (mesh)
Dodge Defense: 4 / 7 run
Body Defense: 13
Mental Defense: 6
Awareness Spot/Notice TNs: 10/15
Break TN: 10

Hefting his axe, the krakiz stares down his snout at you with a grimace as he shrugs his shoulders to loosen his muscles, the scales along his long arms glistening slightly with the movement.

A krakiz equipped for combat; he may not be a full time warrior, but any who underestimate him are in for an unpleasant surprise.

Encounter: This is a pretty average krakiz who can be found across the starlanes. While most often employed peacefully, they do often take advantage of their physicality, commonly taking jobs as dockworkers, bouncers, or shopkeepers in seedier areas etc. However, sometimes these same krakiz are found as part of a crew of pirates or the enforcers for criminals.

Krakiz dislike being entirely unarmed, though if they aren't expecting a fight, this krakiz would likely not be carrying grenades or wearing armor.

Tactics: Against most foes, this krakiz will do his best to close to melee in order to take advantage of his size and strength. However, he's not stupid, and he won't end his turn at close range and out of melee or cover if he can help it. They will also throw grenades to disrupt the enemy and give them a chance for themselves or allies to close to melee.



Krakiz (Male) Youngster (Thug 1 – Savage Template) (exo scale)	
Threat Rating:	Lead: 1
Iron: 3/4	
Steel: 1/2	
Brawn: 5	
Dexterity: 3	
Agility: 2	
Stamina: 4	
Sharpness: 1	
Willpower: 2	
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters) – All Fours - 3sq (6 meters)	
Standard Weaponry:	
Claws & Bite (one hand) – Attack: 2d6+8 (melee) / 1d8+5 dmg	
Club (one hand) – Attack: 2d6+8 (melee) / 1d10+5 dmg	
Durability: 4	
Damage Reduction: 0	
Dodge Defense: 4 / 8 run	
Body Defense: 13	
Mental Defense: 6	
Awareness Spot/Notice TNs: 10/15	
Break TN:	8

In simple garments, the krakiz looks around with a rather blank expression, following the lead of its elders.

A youngster krakiz is in some ways still a child by human standards, but that doesn't mean that they should be taken lightly. Just the opposite. While a youngster krakiz's brain has not fully formed, its body has and is no less dangerous for being savage. And due to their immaturity and the way they grew up in the wild, often they will be quicker to violence than older krakiz.

Encounter: Commonly a pride of krakiz will have two or three youngsters in their number who are still learning to be civilized and were picked up from one of their breeding grounds. These 'youngsters' are fully grown physically, but due to the krakiz physiology, they still have a child's mind and are still being educated, often still at a very simple level. You should in no way take a krakiz youngster lightly, and if encountered when not within a pride they are often highly aggressive.

Tactics: Unlike older krakiz, a youngster has no real idea of tactics and hugging cover, instead merely charging into melee as fast as possible, though he is smart enough to avoid overpowering foes such as mecha.

Krakiz (Male) Shock-trooper (Thug 3) (exo scale)	
Threat Rating:	Lead: 2.5
Iron: 1.5	
Steel: 1	
Brawn: 6	
Dexterity: 3	
Agility: 3	
Stamina: 5	
Sharpness: 3	
Willpower: 3	

Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters) – All Fours - 3sq (6 meters)
Standard Weaponry:
Shot Thrower - Attack: 2d10+3 (-8) / 2d12+1 dmg (Low pen)
Power Hammer (two hands/very bulky) – Attack: 2d6+9 (melee) / 1d8+7 (M) dmg
Concussion grenade (one hand/light) – Attack: 3d8+1 (-16 per 5) / +6d6+1 (Grenade)
Claws & Bite (one hand) – Attack: 2d6+9 (melee) / 1d8+7 dmg
Durability: 5
Damage Reduction: 3 (mesh)
Dodge Defense: 5 / 8 run
Body Defense: 14
Mental Defense: 7
Awareness Spot/Notice TNs: 10/15
Break TN: 11

Giving you a big shark-toothed grin, the krakiz hefts the oversized hammer onto his shoulder with a casual swing.

A bit bigger and stronger than the average, this krakiz has significant combat experience. He is relied upon by his pride-mates to drive forward and crush the tough nuts.

Encounter: Many prides will have a couple of members who qualify as shock-troopers, those who have had a bit of combat experience. They are more likely to have jobs which take advantage of their combat skills, either aboveboard or illicit.

Tactics: As equipped here, the shock-trooper's job is to close with the biggest & baddest foe he can. His power hammer lets him damage even mecha, though he will likely won't be able to take on any mecha one on one, his hammer swings can prove decisive as part of a group.

Krakiz (Male) Oldster (Thug 2 – Leader Template) (exo scale)
Threat Rating: Lead: 2.5
Iron: 1.5
Steel: 1
Brawn: 4
Dexterity: 3
Agility: 3
Stamina: 4
Sharpness: 4
Willpower: 4
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters) – All Fours
Standard Weaponry:
Shotgun (two hands) – Attack: 4d6+2 (-8) / 3d12 dmg (Low Pen)
Broadsword (one hand) – Attack: 3d6+7 (melee) / 1d10+4 dmg
Concussion grenade (one hand/light) – Attack: 3d8-1 (-16 per 5) / +6d6 dmg (Grenade)
Claws & Bite (one hand) – Attack: 2d6+7 (melee) / 1d8+4 dmg
Durability: 4
Damage Reduction: 2 (mesh)
Dodge Defense: 5 / 8 run

Body Defense: 12
Mental Defense: 8
Awareness Spot/Notice TNs: 10/15
Break TN: 13

Moving with a sort of deliberateness, you note that this krakiz's scales do not have the same sort of sheen as most, and he has a knowing look in his eyes.

Unlike humans, krakiz do not become decrepit as they age, so they remain active their whole life. This is an older male who helps to run the pride, especially helping to keep the younger krakiz in line. They will often also use their experience to advise their female, but generally only in private where the other males can't overhear. It's unknown why some male krakiz such as this never made the transition to female, though potentially due to a lack of aggression.

Encounter: Most prides will have an oldster or two in the mix. While they rarely mate anymore, all but the most hot-headed females will listen to their advice, and they are often a source of moderation.

Oldsters are often also found with krakiz youngsters, teaching them how to be civilized after they have been pulled out of whatever hellhole they grew up in.

Tactics: Oldsters tend to hang back a bit relative to most krakiz, firing at range with their shotgun. However, they will still close to melee given the chance.

Krakiz (Male) Veteran (Thug 10) (exo scale)
Threat Rating: Lead: 4
Iron: 3
Steel: 2
Brawn: 8
Dexterity: 4
Agility: 4
Stamina: 7
Sharpness: 3
Willpower: 5
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters) – All Fours - 3sq (6 meters)
Standard Weaponry:
Shotgun (two hands) – Attack: 4d6+4 (-8) / 3d12+3 dmg (DR scale +1)
Great Sword (one hand/bulky) – Attack: 3d6+12 (melee) / 2d8+11 dmg
Concussion grenade (one hand/light) – Attack: 3d8+4 (-16 per 5) / +6d6+3 dmg (Grenade)
Claws & Bite (one hand) – Attack: 2d6+12 (melee) / 1d8+11 dmg
Durability: 7
Damage Reduction: 5 (mesh)
Dodge Defense: 6 / 9 run
Body Defense: 16
Mental Defense: 9
Awareness Spot/Notice TNs: 13/18
Break TN: 13

His scales shifting from blue to green, this krakiz's scarred visage gives you a quick once over before his snout spreads in a wide fighter's grin.

An older grizzled male krakiz, this veteran helps his pride-leader by keeping the younger males in line.

Encounter: Rarely will a krakiz such as this be found outside of a martial job, such as security or as a pirate. He has more than a couple of brutal fights behind him, and if need be he'll deal with more in the future. Like maybe right now!

Tactics: A krakiz veteran will move forward to close range firing his shotgun, or using grenades if the players are hugging cover. When he gets the chance, he'll draw his blade and rush into melee.



Krakiz (Male) Beast Tamer (Elite 3 – Leader Template) (exo scale)	
Threat Rating:	Lead: 3
	Iron: 2
	Steel: 1
Brawn: 5	
Dexterity: 2	
Agility: 2	
Stamina: 5	
Sharpness: 4	
Willpower: 4	
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters) – All Fours	
Standard Weaponry:	
Chain-Blade (two hands) – Attack: 2d10+5 (melee) / 1d20+9 dmg (Low Pen)	
Pistol (one hand/light) – Attack 2d8+2 (-5) / 2d6+4	
Concussion grenade (one hand/light) – Attack: 3d8-1 (-16 per 5) / +6d6+1 dmg (Grenade)	
Claws & Bite (one hand) – Attack: 2d6+6 (melee) / 1d8+6 dmg	
Vitality: 13 / Life: 10 / Psyche: 8 / Grit: 1	
Talents: Beast Handler	
Damage Reduction: 2* (leather - primitive)	
Dodge Defense: 4 / 8 run	
Body Defense: 13	
Mental Defense: 8	
Awareness Spot/Notice TNs: 12/17	
Break TN:	15

Wearing various exotic leathers and hides against his scales, this krakiz looks like something from the distant past. That is, except for the chain-blade strapped to his back.

Focusing his time on training a variety of vicious beasts from planets and moons across the starlanes, a beast tamer is one of the most respected krakiz males. But it is a risky trade, and it is rare for a beast tamer to make it to old age.

Encounter: Unlike most male krakiz, it is not unusual to find beast tamers who are not part of a pride. It's unclear whether that is due to their choice or because most prides will not have them, possibly because the pride leader doesn't want the risk to their authority by including such a highly respected male in her pride. Like many such things, the truth is likely somewhere in the middle.

Tactics: A beast tamer will often hang back a bit with range of Beast Handler, letting his beasts attack first before following up to support them. While he has a certain affection for his beasts, they are still more expendable than he is.

Krakiz (Female) Beta (Elite 1) (exo scale)	
Threat Rating:	Lead: 3
	Iron: 2
	Steel: 1
Brawn: 6	

Dexterity: 2
Agility: 3
Stamina: 5
Sharpness: 2
Willpower: 5
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters) – All Fours - 3sq (6 meters)
Standard Weaponry:
Claws & Bite (one hand) – Attack: 2d6+8 (melee) / 1d8+6 dmg
Greataxe (two hands) – Attack: 2d8+8 (melee) / 3d6+9 dmg
Shot Thrower - Attack: 2d10+2 (-8) / 2d12 dmg (Low pen)
Concussion grenade (one hand/light) – Attack: 3d8+0 (-16 per 5) / +6d6 dmg (Grenade)
Vitality: 11 / Life: 11 / Psyche: 7 / Grit: 0
Damage Reduction: 2 (mesh)
Dodge Defense: 5 / 8 run
Body Defense: 14
Mental Defense: 9
Awareness Spot/Notice TNs: 12/17
Break TN: 16

Her scales an iridescent dark shade of orange, this krakiz's feathered mane is just beginning to grow in.

A beta is, in essence, an alpha female in training, having only recently made the transition from male. While some pride leaders expel any members who transition to female, most will take them under their wing for a time before pushing them to start grow their own pride. This beta is nearing the end of her training period, as shown by her mane of feathers beginning to grow in, and she is anxious to leave her current pride and head off to start to gather males of her own.

Encounter: Beta krakiz can be found throughout the starlanes with any sort of pride. The beta will generally follow the lead of their senior, though as they near graduating from their beta position, some of them become rather rebellious.

Tactics: As a female, the beta has a leadership role in her pride, and she becomes a rallying point for the males. However, she is new to her role and prone to making rash decisions, often overextending to try to close to melee and show off.

Krakiz (Female) Loner (Elite 3) (exo scale)	
Threat Rating:	Lead: 5
Iron: 3.5	
Steel: 2	
Brawn: 7	
Dexterity: 3	
Agility: 4	
Stamina: 6	
Sharpness: 3	
Willpower: 5	
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters) – All Fours - 3sq (6 meters)	
Standard Weaponry:	
Claws & Bite (one hand) – Attack: 2d6+10 (melee) / 1d8+8 dmg	

Chain-Blade (two hands/very bulky) – Attack: 2d10+7 (melee) / 1d20+12 dmg (Low Pen)
Shot Thrower (one hand/light) - Attack: 2d10+3 (-8) / 2d12+1 dmg (Low pen)
Concussion grenade (one hand/light) – Attack: 3d8+2 (-16 per 5) / +6d6+1 dmg (Grenade)
Vitality: 15 / Life: 13 / Psyche: 8 / Grit: 1
Damage Reduction: 3 (mesh)
Dodge Defense: 6 / 9 run
Body Defense: 15
Mental Defense: 9
Awareness Spot/Notice TNs: 12/17
Break TN: 16

There is almost a palpable sense of vexation coming off of the krakiz in waves, the feathers of her mane seeming to bristle in irritation.

A young female krakiz who is no longer a beta but without her own pride yet, you should watch your words and actions around this loner. Female krakiz are notoriously aggressive until they gather a pride of males to settle down with.

Encounter: Loners aren't common, but you shouldn't be surprised to see them nearly anywhere across the starlanes. However, they are found mostly where there are a lot of other krakiz, as they are nearly all on the lookout for males to serve as the start of their pride.

While many krakiz are aggressive, loners are especially prickly as they are still learning to handle their new urges as a female. They can start a brawl if they feel slighted.

Tactics: Like all krakiz, loners prefer melee combat if possible. However, while loners are tough and ferocious, they aren't stupid. If they are actually alone, they likely won't stick around and fight the players unless they think that they can win for some reason. However, if there are male krakiz around, loners are quick to take risks in an effort to show off.

Krakiz (Female) Chieftain (Elite 4 – Leader Template) (exo scale)	
Threat Rating:	Lead: 5
	Iron: 3.5
	Steel: 2
Brawn: 6	
Dexterity: 3	
Agility: 2	
Stamina: 6	
Sharpness: 4	
Willpower: 7	
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters) – All Fours - 3sq (6 meters)	
Claws & Bite (one hand) – Attack: 2d6+10 / 1d8+7 dmg	
Longsword (one hand) – Attack: 3d6+10 (melee) / 1d12+7 dmg	
Chain-Gun (two hands) – Attack: 2d12+0 (-7) / 3d10+1 dmg (Very Bulky / Auto only)	
Concussion grenade (one hand/light) – Attack: 3d8+2 (-16 per 5) / +6d6+1 dmg (Grenade)	
Vitality: 16 / Life: 12 / Psyche: 11 / Grit: 1	
Talents: Hold the Line	
Damage Reduction: 4 (mesh)	
Dodge Defense: 4 / 7 run	

Body Defense: 14
Mental Defense: 11
Awareness Spot/Notice TNs: 13/18
Break TN: 19

Lean for a krakiz, this female's mane seems kept especially well groomed, framing a wicked pair of eyes which seem to dart around and take in everything around her.

Smaller than many female krakiz, this chieftain holds her pride together through force of will more than by physical strength, though her strength shouldn't be underestimated either.

Encounter: A chieftain will rarely be found without at least a couple of her pride's males with her. Moreso than even other females with a pride, a chieftain is a leader of their pride first and foremost.

As a pride leader, unlike male krakiz, a chieftain wouldn't be found doing menial labor, though she may be supervising her males. This particular chieftain is a detective, using her skills to investigate crimes to keep her space station safe and secure.

Tactics: Like all krakiz, the chieftain thrives in melee. However, she will first use her chain-gun at mid-range, focusing at any foes who are out of cover, closing to melee in support of her pride's males.

Krakiz (Female) Spearhead (Elite 4/Brute 1) (exo scale)
Threat Rating: Lead: 8
Iron: 5
Steel: 3
Brawn: 8
Dexterity: 3
Agility: 3
Stamina: 7
Sharpness: 3
Willpower: 5
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters) – All Fours - 3sq (6 meters)
Standard Weaponry:
Claws & Bite (one hand) – Attack: 2d6+11 (melee) / 1d8+9 dmg [With Brute Force - Attack: 2d6+16 (melee) / 1d8+16 dmg]
Shot Thrower - Attack: 2d10+3 (-8) / 2d12+1 dmg (Low pen) [With Brute Force - Attack: 2d10+3 (-8) / 2d12+8 dmg (Low pen)]
Power Hammer (two hands/very bulky) – Attack: 2d6+11 (melee) / 1d8+9 (M) dmg [With Brute Force - Attack: 2d6+16 (melee) / 1d8+16 (M) dmg]
Vitality: 28 / Life: 15 / Psyche: 8 / Grit 15
Damage Reduction: 4 (mesh) – 11 with Brute Force
Dodge Defense: 5 / 8 run
Body Defense: 16
Mental Defense: 9
Awareness Spot/Notice TNs: 13/18
Break TN: 16
Talents: Brute Force (4 Grit)

This krakiz struts as she moves, her mane of feathers shifting with her movements and clashing with her bright purple leather jacket.

The epitome of a powerful and aggressive pride leader, this krakiz leads the males of her pride into battle by example, charging directly at whatever she considers the biggest threat and challenge.

Encounter: This spearhead is an aggressive krakiz female, newly the leader of a pride and full of arrogance in her strength, she is ready to challenge the world. A krakiz like this can be found leading her pride on dangerous jobs, sure of her victory no matter the odds due to her own personal prowess and her males' faith in her.

Tactics: This spearhead will do just that, leading her pride into combat from the front, using Brute Force to shrug off incoming fire and then using her raw power once she closes to melee. While her tactics are simple, they are no less dangerous for that. She should be considered closer to a mecha than to being infantry.



Krakiz (Female) Avatar of War (Elite 9 / Brute 3) (exo scale)	
Threat Rating:	Lead: 17
	Iron: 11
	Steel: 7
Brawn: 9	
Dexterity: 4	
Agility: 5	
Stamina: 9	
Sharpness: 3	
Willpower: 7	
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters) – All Fours - 3sq (6 meters)	
Standard Weaponry:	
Claws & Bite (one hand) – Attack: 2d6+13 (melee) / 1d8+12 dmg [With Brute Force - Attack: 2d6+18 (melee) / 1d8+21 dmg]	
Wrist Mounted Machine Pistol (one hand/very bulky) - Attack: 2d10+4 (-7) / 2d8+3 dmg (Auto) [With Brute Force - Attack: 2d10+4 (-7) / 2d8+12 dmg (Auto)]	
Chain-Blade (two hands/Very Bulky) – Attack: 2d10+9 / 1d20+19 dmg (Low Pen) [With Brute Force - Attack: 1d20+9 / 2d10+37 dmg (Low Pen)]	
Vitality: 41 / Life: 18 / Psyche: 10 / Grit: 21	
Damage Reduction: 7 (battle armor) – 16 with Brute Force	
Dodge Defense: 7 / 10	
Body Defense: 17	
Mental Defense: 11	
Awareness Spot/Notice TNs: 14/19	
Break TN:	18
Talents: Brute Force / Trading Blows	

Her mane bigger and brighter than other females, the scales on this krakiz's shoulders seem to ripple as she moves.

An avatar of war is an elemental force on the battlefield, striding into melee against nearly anything. Should she expect mecha, she will be no less fierce, but she'll likely bring a power hammer to even the odds.

Encounter: An avatar of war is a rare presence on the battlefield and should not be underestimated. If encountered off the battlefield, it should be noted that other krakiz, even those from rival tribes, will almost certainly treat the avatar with a degree of respect in deference due to her prowess.

Tactics: The avatar is a mighty presence on the battlefield, but she didn't survive so many battles by being stupid. If possible, she will select a battlefield keeps her or her pride from needing to cross open space without cover, and if the odds are against her she isn't foolish enough to keep attacking and will retreat before her morale breaks. However, the avatar backing off for the time being doesn't mean that she will not return with vengeance.

Krakiz Companions

The krakiz have several animals from their home planet which they have domesticated. Some of them they have taken with them into the stars, especially the Primevals. Some among the Primevals have even taken to trying to train and domesticate some of the monstrous creatures that they find amongst the stars as a sort of throwback, as most of their culture is. Though, to say that any of them are 'domesticated' would be stretching the term beyond the breaking point.

Skitter (Beast) (mecha scale)	
Threat Rating:	Lead: 2.5
	Iron: 1.5
	Steel: 3/4
Height: 0.8m-1.2m	
Weight: 500kg-800kg	
Brawn: 2	
Dexterity: 5	
Agility: 6	
Stamina: 3	
Sharpness: 2	
Willpower: 2	
Base Movement Speed: 3sqs (6 meters) / Run: 4sqs (8 meters)	
Special: Skitterer – As long as they are not slick due to water or grease etc., a skitterer may walk along the walls and ceiling at no penalty.	
Standard Weaponry: None	
Bite – Attack: 2d8+11/ 1d6+2 dmg	
Vitality: 3 / Life: 5 / Psyche: 4	
Damage Reduction: 0	
Dodge Defense: 6 / 10 run	
Body Defense: 14	
Mental Defense: 6	
Awareness Spot/Notice TNs: 13/18	
Break TN: 7	
Skills:	
Stealth +3	
Camouflage: Skitterers gain double the normal bonuses on all Stealth modifiers.	

Skitter (Alpha Beast) (mecha scale)	
Threat Rating:	Lead: 4
	Iron: 2.5
	Steel: 1
Height: 0.8m-1.2m	
Weight: 500kg-800kg	
Brawn: 4	
Dexterity: 7	
Agility: 8	
Stamina: 3	
Sharpness: 2	
Willpower: 4	
Base Movement Speed: 3sqs (6 meters) / Run: 4sqs (8 meters)	
Special: Skitterer – As long as they are not slick due to water or grease etc., a skitterer may walk along the walls and ceiling at no penalty.	
Standard Weaponry: None	
Bite – Attack: 2d8+15/ 1d6+6 dmg	
Vitality: 8 / Life: 7 / Psyche: 6	
Damage Reduction: 2	
Dodge Defense: 8 / 12 run	
Body Defense: 16	
Mental Defense: 8	
Awareness Spot/Notice TNs: 15/20	
Break TN: 9	
Skills:	
Stealth +5	
Camouflage: Skitterers gain double the normal bonuses on all Stealth modifiers.	

Long and thin, the skitters look like something between an overgrown gecko and a boa constrictor, with short legs and large sticky feet which they use to skitter along floors, walls, and ceilings.

Coming from the krakiz's home world of Draga, skitters are prized by the krakiz for their loyalty and their ability to remain unseen until they strike to take what they want due to their padded feet and refractive scales.

Encounter: Skitters are one of the most common beast companions of the krakiz, though you won't see them everywhere that the krakiz are. Many space stations will not allow skitters through customs, as they have been known to sometimes escape into the innards of the station, going feral and becoming nearly impossible to catch. Notably, several jumbles have reported problems with disappearances due to skitters who escaped the krakiz years or decades ago, though with the skitters' camouflage abilities it's difficult to say whether they are the true cause of the disappearances.

Tactics: Skitters do not do well in a straight fight. Instead, they will prowl darkened areas, using their camouflage ability to remain hidden and attack unaware foes. They will hunt in packs, with one skitter attacking and then running back into blind alleys for their fellows to swarm, often with one alpha leading them.



Rex (Beast) (tank scale)	
Threat Rating:	Lead: 3
	Iron: 2
	Steel: 1
Height: 3.4m – 3.9m	
Weight: 1,900kg - 2,700kg	
Brawn: 4	
Dexterity: 3	
Agility: 2	
Stamina: 4	
Sharpness: 1	
Willpower: 2	
Base Movement Speed: 2sqs (4 meters) / Run: 5sqs (10 meters)	
Standard Weaponry: None	
Bite – Attack: 2d8+7 / 1d12+4 dmg	
Vitality: 4 / Life: 8 / Psyche: 3	
Damage Reduction: 0	
Dodge Defense: 2 / 6 run (ignore 1 st range increment)	
Body Defense: 20	
Mental Defense: 6	
Awareness Spot/Notice TNs: 10/15	
Break TN: 8	

Rex (Alpha Beast) (tank scale)	
Threat Rating:	Lead: 5
	Iron: 3.5
	Steel: 2
Height: 3.6m – 4.2m	
Weight: 2,400kg - 3,300kg	
Brawn: 6	
Dexterity: 5	
Agility: 2	
Stamina: 6	
Sharpness: 1	
Willpower: 4	
Base Movement Speed: 2sqs (4 meters) / Run: 5sqs (10 meters)	
Standard Weaponry: None	
Bite – Attack: 2d8+11 / 1d12+8 dmg	
Vitality: 11 / Life: 12 / Psyche: 5	
Damage Reduction: 2	
Dodge Defense: 2 / 6 run (ignore 1 st range increment)	
Body Defense: 22	
Mental Defense: 8	
Awareness Spot/Notice TNs: 12/17	
Break TN: 10	



Ridden: If ridden by a krakiz, the krakiz gives up their movement phase when the rex moves. If the rex dies, the krakiz chooses which of the rex's squares they end up in, but they are treated as having fallen 8 meters for purposes of falling damage etc.

Standing over three meters tall, this huge reptile looks something like a hunched over t-rex, with massive jaws filled with rows of razor sharp teeth. Its many eyes follow your movements hungrily.

Generally considered the first creature that the ancient krakiz tamed, rexes come from the krakiz's home world of Drago. A large bipedal reptile, historically the krakiz used them as beasts of burden, though some still run free on Drag, intentionally so in areas where krakiz young are hatched. Even today, some krakiz will ride them into battle when they can, though their use within most ship and station corridors is limited.

Encounter: In the starlanes, rexes are only found with krakiz who are ready for a fight, especially with primevals who seem to relish in their ferocity. However, planetary colonies with a significant krakiz population commonly have imported some rexes with them, sometimes even releasing them into the wild intentionally. They do this to help the environment's danger more closely replicate their home planet of Drago.

Tactics: Rexes do not really use tactics per se, as they are blunt instruments with minimal intelligence. However, their krakiz handlers and riders are no such thing. If ridden, they will be often be kept in reserve in areas where they can quickly close to their foes, while if not ridden they are charged forward as shock troops, forcing enemies to deal with them rather than the krakiz who are also closing on their position. While prized, rexes are more expendable than krakiz themselves.

Saber Wolf (human scale)	
Threat Rating:	Lead: 3/4
	Iron: 1/2
	Steel: 1/4
Height: 0.6m – 0.8m	
Weight: 80kg - 110kg	
Brawn: 5	
Dexterity: 3	
Agility: 4	
Stamina: 4	
Sharpness: 1	
Willpower: 2	
Base Movement Speed: 3sqs (6 meters) /	
Run: 5sqs (10 meters)	
Bite – Attack: 3d6+8 / 1d10+5 dmg	
Durability: 4	
Damage Reduction: 3 (mesh)	
Dodge Defense: 8 / 11 run	
Body Defense: 9	
Mental Defense: 6	

Awareness Spot/Notice TNs: 13/18
Break TN: 8
Skills:
Stealth +2

Saber Wolf (Alpha) (human scale)	
Threat Rating:	Lead: 1
	Iron: 3/4
	Steel: 1/2
Height: 0.6m – 0.8m	
Weight: 80kg - 110kg	
Brawn: 7	
Dexterity: 5	
Agility: 4	
Stamina: 6	
Sharpness: 1	
Willpower: 4	
Base Movement Speed: 3sqs (6 meters) /	
Run: 5sqs (10 meters)	

Bite – Attack: 3d6+12 / 1d10+9 dmg
Durability: 6
Damage Reduction: 5 (mesh)
Dodge Defense: 8 / 11 run
Body Defense: 11

Mental Defense: 8
Awareness Spot/Notice TNs: 15/20
Break TN: 10
Skills:
Stealth +4

Looking like a cross between a wolf and a saber-toothed tiger, with shaggy white fur and heavy shoulders, the name coined by humans for the beast is fitting.

Originally from the planet of Glacie, the saber wolves are a favorite of krakiz beast tamers across the starlanes.

Encounter: Of special note is that saber wolves are popular purchases for non krakiz to buy from their beast tamers, especially to guard high security areas to complement the cameras and sensors, and because they can't be hacked. Therefore, saber wolves are common in any highly secure area, especially if there are krakiz security on hand.

Tactics: On their own, saber wolves tend to just rush forward against weak targets, overwhelming them with numbers and ferocity. When commanded by a grey saber or a handler, the saber wolves are quick to follow their lead.

Grey Saber (Beast) (human scale)	
Threat Rating:	Lead: 1.5
	Iron: 1
	Steel: 1/2
Height: 0.8m – 1m	
Weight: 110kg - 150kg	
Brawn: 6	
Dexterity: 5	
Agility: 6	
Stamina: 5	
Sharpness: 2	
Willpower: 5	
Base Movement Speed: 4sqs (8 meters) / Run: 5sqs (10 meters)	
Bite – Attack: 3d6+11 / 1d8+6 dmg	
Vitality: 5 / Life: 11 / Psyche: 7	
Damage Reduction: 3 (mesh)	
Dodge Defense: 10 / 13 run	
Body Defense: 10	
Mental Defense: 9	
Awareness Spot/Notice TNs: 15/20	
Break TN: 12	

Skills:
Stealth +3

Grey Saber (Alpha Beast) (human scale)	
Threat Rating:	Lead: 2.5
	Iron: 1.5
	Steel: 1
Height: 0.8m – 1m	
Weight: 110kg - 150kg	
Brawn: 8	
Dexterity: 7	
Agility: 8	
Stamina: 5	
Sharpness: 2	
Willpower: 7	
Base Movement Speed: 4sqs (8 meters) / Run: 5sqs (10 meters)	
Bite – Attack: 3d6+15 / 1d8+10 dmg	
Vitality: 10 / Life: 13 / Psyche: 9	
Damage Reduction: 5 (mesh)	
Dodge Defense: 12 / 15 run	
Body Defense: 12	

Mental Defense: 11
Awareness Spot/Notice TNs: 17/22
Break TN: 14

Skills:
Stealth +5

While similar in appearance to a normal saber toothed wolf, the grey saber is taller, leaner, and with a somewhat darker coat, the grey saber is actually a separate species with a symbiotic relationship with the normal sabers. The grey saber is the brains, estimated to be at least as intelligent as Earth's dolphins or chimps.

Some beast tamers refuse to capture and tame the greys, sometimes even killing them, as they believe that they should have unrivaled control of the pack. Those that do take the time to tame greys though claim that their presence is a boon, the grey sometimes even ordering the sabers to use surprisingly effective strategy and tactics.

Encounter: Grey sabers are nearly always found along with normal saber wolves, as they are used to coordinate them. They are much more common in security situations than when saber wolves are being used aggressively.

Tactics: In security situations, grey sabers will have the sabers under their command doing more than just standing watch. Instead, the sabers will go on irregular patrols so as not to be predictable etc.

In a pure combat situation, the grey saber will have the other sabers focus on any human or even exo scale foe who is at all isolated from the group, especially those without melee weapons out. They will do this via use of stealth, allowing non-saber allies to take the brunt of enemy firepower.

Krakiz Encounters

The encounters listed below are examples of the groupings of krakiz and their companions which the players can expect to run across as they travel the starlanes. These should in no way be considered exhaustive, but instead used as baselines, especially for confrontations which may result in combat.

Krakiz Male Posse	
3 Krakiz (Male) Marauders	
1 Krkaiz (Male) Oldster	
Threat Rating:	Lead: 7
	Iron: 4.5
	Steel: 3

The four krakiz are a rough bunch, lacking in true discipline. However, their ferocity more than makes up for the lack.

Encounter: A male krakiz posse such as this will be found any time you are in armed conflict with a group of krakiz, and sometimes when you are not. They are nothing out of the ordinary, but their size and ferocity means that you should in no way take them lightly.

Tactics: The oldster will lead the younger marauders into battle, directing them to close to melee. One or two of the krakiz will toss grenades as they close to keep the players laying down too much fire while the other krakiz close to melee.

Krakiz Beta Posse	
3 Krakiz (Male) Marauders	
1 Krakiz (Male) Oldster	
1 Krakiz (Female) Beta	
Threat Rating:	Lead: 10
	Iron: 6.5
	Steel: 4

The female krakiz in the group's center struts proudly along, shifting the feathers of her mane to flutter slightly in the breeze of her stride. However, you catch her glancing at the profile of one of the males, who is a studious two steps behind her, out of the corner of her eye.

Encounter: Any pride with a beta will likely have a grouping such as this beta posse. While officially the beta is in charge, in reality it is likely the oldster likely does most of the decision making. A similar dynamic to a wet behind the ears lieutenant and a grizzled veteran sergeant.

Tactics: If surprised by the combat, the beta is likely to let her hot-blooded nature do the talking, rushing to charge into nearly any foe, with the other krakiz following suit. However, if they have time to prepare, the oldster will likely make sure that the posse is well positioned and doesn't merely rush headlong into a hailstorm of gunfire.

Krakiz Alpha Posse	
3 Krakiz (Male) Marauders	
1 Krakiz (Male) Shock-Trooper	
1 Krakiz (Female) Chieftain	
Threat Rating:	Lead: 12
	Iron: 8
	Steel: 5

Flowing behind their female pride leader like water, the four males move in sync with the female's longer strides.

Encounter: Every pride will have some sort of group like the alpha posse. This is an alpha along with several of her currently favored males. While they may often not be fully equipped for combat, it is rare to find an alpha female krakiz without at least a couple of her males with her at any given time. Females are often found in management positions, commanding males from their pride, and potentially also stray males and other species.

Tactics: The female is no dummy, and she will do her best to get the shock-trooper supported and in melee combat with the biggest threat. At the same time, she will move into mid-range, get behind cover, and unleash with her chain-gun, though she has no qualms about closing to melee as well should the situation call for it.

If not expecting combat, the shock-trooper won't have his power hammer, and the chieftain won't be carrying her chain-gun.

Krakiz Sledge Posse	
3 Krakiz (Male) Shock-Troopers	
1 Krakiz (Female) Spearhead	
Threat Rating:	Lead: 15
	Iron: 9
	Steel: 6

Rushing towards you on all fours, you can just see the massive hammers rising up over their shoulders.

Encounter: Rarer than the other posses listed here, a sledge posse will only be found amongst the most militaristic of the tribes. They are used to crack the most powerful targets, as together they can threaten anything up to and including the largest mecha should they be able to close to melee.

Tactics: Chances are, a sledge posse will be deployed as part of a larger force rather than on their own. Their job in a battle is to rush towards the biggest target or hardest emplacements and simply start swinging their power hammers. Simple, but effective.

Krakiz Wolf Pack	
1 Krakiz (Male) Beast Tamer	
1 Grey Saber	
8 Saber Wolves	
Threat Rating:	Lead: 10.5
	Iron: 7
	Steel: 3.5

You catch a glimpse of shapes on all fours moving from shadow to shadow, coming steadily towards you.

Encounter: A wolf pack is one of the most common krakiz beasts to be found throughout the starlanes, though they are not always led by a beast tamer. A krakiz wolf pack can be found as a part of a

krakiz tribe, though likely not a part of any pride. Beast tamers can also be found hiring out their services to nearly anyone, at least so long as they allow the tamer to properly care for his beasts.

Tactics: This pack relies upon stealth to close with their foes. If possible, they will all rush one or two targets in the opening combat round, their numbers causing enough of a melee penalty that they will be hard to hit and likely get some crits. The wolf pack will avoid combat when they are overmatched, such as when up against mecha scale foes.

Minor Species

The species listed here are far from an exhaustive list of every species which you may run into

Buubo

Covered in dark gray or orange fur and a bit more than a meter tall standing, a buubo has large back legs which allow it to hop several meters from a crouch. A buubo's most distinguishing characteristics though, are its massive eyes and its ability to turn its head nearly 360 degrees and at strange angles; necessary since their eyes can't move within their sockets.

Hailing from the dark side of a planet in synchronous orbit around their star, the buubo prefer to live in what other species would consider near darkness. This is one of the main reasons that they have not truly joined the galactic community, as most cannot stand to spend any time on other species' space stations or even planets as they are unbearably bright.

The few that do venture out into the galaxy all wear some sort of vision protection, generally heavy goggles, when not on their own dimly lit ships.

Research DCs	Information Found
15	These are buubo (name on sight).
25	Buubo rarely venture out into the galaxy at large.
35	While they have extreme night vision, buubo can't see in bright light without vision protection.
50	While, like most species, buubo commonly use builder specifications, they have a flourishing starship building industry. It is their primary export, and being a starship mechanic is the stereotypical job for a buubo out amongst the starlanes.
70	On their home planet, the buubo primarily live underground in tunnels they have dug over the

millennia. The surface of the star side of the planet is too hot, but it still has tunnels, albeit deeper than on the dark side.

Buubo Base Ability Scores

Brawn: -1 (Species secondary)

Dexterity: +0 (Species primary)

Agility: -1 (Species tertiary)

Stamina: -2 (Species tertiary)

Sharpness: -1 (Species secondary)

Willpower: +0 (Species primary)

Damage Reduction: 0

Base Movement Speed: 0sqs (0 meters) / Run: 2sqs (4 meters) - Jumper

Morale: 5+Willpower

Height: 1m-1.4m

Weight: 40kg-55kg

Jumper: The buubo's thick back legs give it an extra +4 dice to Athletics checks made to jump.

Light Blindness: A buubo without anything to protect their vision is treated as wearing night vision goggles. Vision protection such as goggles gives the buubo a -2 dice penalty on Awareness & Investigation rolls.

Buubo

Threat Rating: Lead: 1/4

Iron: 0

Steel: 0

Brawn: 2

Dexterity: 3

Agility: 2

Stamina: 1

Sharpness: 2

Willpower: 3

Base Movement Speed: 0sqs (0 meters) / Run: 2sqs (4 meters) - Jumper

Durability: 1

Damage Reduction: 0

Dodge Defense: 6 / 10 run

Body Defense: 6

Mental Defense: 7

Break TN: 8

Light Blindness: A buubo without anything to protect their vision is treated as wearing night vision goggles. Vision protection such as goggles gives the buubo a -2 dice penalty on Awareness & Investigation rolls.

The short buubo's neck stretches and turns to look at you from several angles through its thick goggles, then she crouches down onto her oversized legs.

Encounter: Most buubos which the players will run into will likely be either mechanics or working in the construction of starships. Unlike many other such insular species, the buubo are not generally prejudiced against other species, they simply have trouble in environments suited to other species.

Tactics: A buubo is unlikely to fight except in the most desperate of circumstances.

Dizin

Usually well under a meter tall, the dizin are covered in a fine thin scales a shade somewhere in the spectrum between light brown and dark blue. The dizin have three fingered hands and short legs, and when they run they lean down and run on all fours with a gait similar to Earth's mouse.

The dizin are a small and generally seeming a bit twitchy to other species, the few dizin across the starlanes are generally known for being tricky traders if they are known at all, though they do have their own sense of fair play.

Research DCs	Information Found
10	These are dizin (name on sight).
20	Dizin mostly stick to their home system. They are a small reptilian species who are known for being tricky traders.
35	While generally tricky, most Dizins will nearly always hold to the letter of any promises they make.
45	Some Dizins have an almost worshipful view upon the ancients, and they will do nearly

	anything to gather any of their relics.
60	Despite their reptilian appearance, Dizins give birth to live children, lactate, and they nurture their offspring approximately as much as humans.

Dizin Base Ability Scores
Brawn: -3 (minimum of 1) (Species tertiary)
Dexterity: -1 (Species tertiary)
Agility: +0 (Species secondary)
Stamina: -1 (Species primary)
Sharpness: +0 (Species primary)
Willpower: -1 (Species secondary)
Damage Reduction: 0
Base Movement Speed: 0sqs (0 meters) / Run: 3sqs (6 meters)
Morale: 5+Willpower
Height: 0.8m-1m
Weight: 20kg-35kg

Dizin Trader
Threat Rating: Lead: 1/4
Iron: 0
Steel: 0
Brawn: 1
Dexterity: 2
Agility: 3
Stamina: 2
Sharpness: 3
Willpower: 2
Base Movement Speed: 0sqs (0 meters) / Run: 3sqs (6 meters)
Durability: 2
Damage Reduction: 0
Dodge Defense: 7 / 11 run
Body Defense: 5
Mental Defense: 6
Break TN: 7

Looking up at you, this small lizard's eyes meet your gaze for only a second before flicking away and back several times before giving you a sharp nod of greeting.

Encounter: Most likely encountered on a space station along the major starlanes, this dizin trader may deal with the players for a variety of reasons. The dizin may wish to hire them to protect their ship through a more dangerous leg of his trade route, or perhaps to recover a shipment which was taken by pirates. Occasionally a dizin may hire the players to search for a relic of the ancients which they have discovered clues of.

Tactics: A dizin will simply run from any combat.

Latrin

Well above average size for the starlanes, the latrin are covered in grey and black fur and are sometimes nearly 1.5m tall when they stand upright. However, the latrin very rarely stand upright unless getting their bearings, instead crawling on all fours or sitting when they need to stay still. Because of this, they nearly always wear thick gloves on their hands – which look reminiscent of a racoon’s, only taking off their gloves to eat.

The latrins are natural nomads, rarely staying in one place for long. This is likely to do with their home planet’s extremely long day-night cycle such that they needed to be nomadic to stay on the day side, only more recently gaining the technology to safely survive on the cold dark side of the planet.

While individual members of the species vary, the latrin have a somewhat deserved reputation as thieves and even pirates. While there is rarely a full ship of latrin pirates, it is common to see them aboard mixed crews, or sometimes even joining crews of krakiz pirates, albeit the latter more likely as a mechanic or pilot than as a primary combatant.

Research DCs	Information Found
10	This is a latrin (name on sight).
25	
35	
50	
70	

Latrin Base Ability Scores
Brawn: -1 (Species secondary)
Dexterity: +0 (Species secondary)
Agility: +0 (Species primary)
Stamina: +0 (Species tertiary)
Sharpness: +0 (Species primary)
Willpower: -1 (Species tertiary)
Damage Reduction: 0
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters) – Climb ½ speed
Morale: 7+Willpower
Height: 1.2m-1.5m
Weight: 50kg-70kg
Climber: A latrin can climb at half speed by taking a 10 on Athletics checks and gains a +5 to all Athletics checks to climb.

Latrin	
Threat Rating:	Lead: 1/2
	Iron: 1/10
	Steel: 0
Brawn: 2	
Dexterity: 3	
Agility: 3	
Stamina: 3	
Sharpness: 3	
Willpower: 2	
Base Movement Speed: 1sqs (2 meters) / Run: 2sqs (4 meters) - Jumper	
Durability: 3	
Damage Reduction: 0	
Dodge Defense: 7 / 11 run	
Body Defense: 6	
Mental Defense: 6	
Break TN:	9

Latrin – Thug 3	
Threat Rating:	Lead: 1
	Iron: 1/2
	Steel: 1/4
Brawn: 2	
Dexterity: 3	
Agility: 3	



Stamina: 3
Sharpness: 3
Willpower: 2
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters) - Jumper
Durability: 3
Damage Reduction: 0
Dodge Defense: 7 / 11 run
Body Defense: 6
Mental Defense: 6
Break TN: 9

Paksi

The paksi have a close relationship to the alanny due to their home-world of Sannivas being only a

couple of jumps from Evermore, the alanny's home-world. This meant that they had a cordial relationship even before the starlanes opened up the galaxy to safer interstellar travel.

The paksi have a reputation for being aloof, but they would claim that that's only in comparison to the alanny. The truth is somewhere in the middle. Rather than aloofness, it might be better to say that the paksi dislike change.

Considering how long the paksi have been a part of the starlanes, relatively few live outside their home system. Those that do have a reputation as craftsmen, especially for things where the technology hasn't shifted much for centuries, such as many sorts of merchant ships, with the paksi built ships having a reputation for reliability. Paksi shipwrights will build newer models if requested, but it's not their default.

The paksi are a bit taller than average for the starlanes, standing over a meter in height, though rather thin beneath their feathers. Their faces and hands are dark, while their plumage can be in a wide variety of colors depending upon which part of Sannivas their ancestors hailed from. Paksi tend to wear baggy clothes to be comfortable even with their extremely thick plumage.

Research DCs	Information Found
12	This is a paksi (name on sight).
25	The paksi are known as extremely reliable craftsmen.
45	Paksi are often close allies with alanny clans, often relying upon them for protection etc. Due to this, they are more common in alanny dominated systems.
60	Paksi are generally very conservative in nature, which is why they are not more widespread across the starlanes.

Paksi Base Ability Scores
Brawn: -1 (Species tertiary)
Dexterity: +0 (Species primary)
Agility: +0 (Species secondary)
Stamina: -1 (Species secondary)

Sharpness: -1 (Species tertiary)
Willpower: +1 (Species primary)
Damage Reduction: 0
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)
Morale: 4+Willpower
Height: 1m-1.3m
Weight: 30kg-45kg

Paksi Shipwright	
Threat Rating:	Lead: 1/2
	Iron: 1/10
	Steel: 0
Brawn: 2	
Dexterity: 3	
Agility: 3	
Stamina: 2	
Sharpness: 2	
Willpower: 4	
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)	
Durability: 2	
Damage Reduction: 0	
Dodge Defense: 7 / 11 run	
Body Defense: 6	
Mental Defense: 8	
Break TN: 8	
Skills: Hagglng – 4 / Repair – Starship (5) / PV (4)	

Salap

The salap are short and squat creatures with four legs and two webbed hands stretching their thin membranous gray skin over their fingers. Normally making homes in swamps or on the coastline, transforming much of their homeworld into swamplands over the millennia, it's no surprise that the salap don't do as well in space where so much water would be an inherent disadvantage relative to dryer species. The salap who do venture into the starlanes often wear oddly fitting suits which keep a thin layer of water over much of their body, but not their heads or hands.

The salap hail from the Palus sytem, which is only two jumps from the torlai's home system. The

two species have had a long relationship together, even before interstellar travel was made safe via the warp beacons, and for the entirety of their relationship the torali have had the upper hand. So while certainly not universally true, there is a reason that many will assume that any salap they meet is either working for a torali directly or is at least an informant. Of course, this suspicion hasn't made life easier for any salap who may wish to wander the starlanes of their own will.

Research DCs	Information Found
8	These are salap (name on sight).
15	Salap are stereotypically seen as henchmen to the torlai
30	The salap who don't work with torali are often frustrated with the stereotyping as it makes trade more difficult.
40	Salap prefer high humidity due to the swamps they live in on their homeworld. Salap quarters sometimes have artificially high levels of humidity which can cause maintenance issues.
55	While not technically subservient, many governing bodies of salap clans are effectively controlled by a torali sister clan.

Salap Base Ability Scores

Brawn: -1 (Species tertiary)
Dexterity: -1 (Species secondary)
Agility: -1 (Species tertiary)
Stamina: +0 (Species primary)
Sharpness: +1 (Species primary)
Willpower: -1 (Species secondary)
Damage Reduction: 0
Base Movement Speed: 0sq (0 meters) / Run: 2sq (4 meters)
Swimming Speed: 0sq (0 meters) / Run: 1sq (2 meters)
Morale: 5+Willpower
Height: 0.7m-1m
Weight: 40kg-60kg

Salap Informer

Threat Rating:	Lead: 1/4
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Iron: 0
Steel: 0
Brawn: 2
Dexterity: 2
Agility: 2
Stamina: 3
Sharpness: 4
Willpower: 2
Base Movement Speed: 0sqs (0 meters) / Run: 2sqs (4 meters)

Skaplek

One of the few species across the starlanes which is a carnivore with a reputation for ferocity, the skaplek are considered highly volatile and are generally avoided. On their home planet, the skaplek do not truly have their own civilization. Instead, they have something of a parasitic relationship with the other sapient species from their home-world Fjal, the bondi.

During the primitive era on Fjal the skaplek had a symbiotic relationship with the small and passive bondi, protecting them from various predators while the bondi built and produced. As technology advanced that role became unneeded, but the skaplek shifted from symbiotic to parasitic, still taking from the bondi and occasionally lashing out.

The population of the skaplek is low even on their home-world, but even so they have gained a reputation throughout the starlanes for instability. Even those looking for mercenaries are often loathe to hire them due to the risks, as in high stress situations they can seem to just start attacking at random.

While as skaplek's six arms make them competent combatants, they do not generally work well even with other skapleks, much less any other species. It's rare to see a group of more than 3-4 skapleks together.

Research DCs

Information Found

Swimming Speed: 0sqs (0 meters) / Run: 1sqs (2 meters)
Durability: 3
Damage Reduction: 0
Dodge Defense: 6 / 10 run
Body Defense: 6
Mental Defense: 6
Break TN: 7

12	This is a skaplek (name on sight).
25	.
45	.
60	.



Skaplek Base Ability Scores

Brawn: -1 (Species secondary)

Dexterity: -1 (Species secondary)

Agility: +1 (Species tertiary)

Stamina: +0 (Species primary)

Sharpness: +0 (Species secondary)

Willpower: -1 (Species tertiary)

Damage Reduction: 0
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)
Morale: 6+Willpower (Berserk) / 9+Willpower
Claws & Bite (one hand) – Attack: 1d10+Agility+Dexterity / 1d6+Brawn dmg
Height: 1.2m-1.5m
Weight: 50kg-80kg
Six Arms: This allows a skaplek to wield up to 6 tools or weapons. Dual wielding bonuses are additive, though the skaplek would need sufficient Brawn to wield all weapons combined. The paired bonus only applies once.
Berserk: A skaplek will go berserk if the morale check is above their berserk score, attacking the nearest target whether friend or foe excepting only friendly skapleks. A skaplek always uses their own Morale for their personal Berserk TN even when using another character's Break TN. If the skaplek's side breaks, it will override Berserk.

Skaplek Guns Akimbo (Thug 4)	
Threat Rating:	Lead: 2
	Iron: 1
	Steel: 0.75
Brawn: 4	
Dexterity: 4	
Agility: 5	
Stamina: 6	
Sharpness: 4	
Willpower: 3	
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters) – All Fours - 3sq (6 meters)	
Standard Weaponry:	
Pistol x3 (two-handed x2 & one-handed) - Attack: 2d8+7 (-5) / 2d6+8 dmg	
Shortsword (one hand) – Attack: 3d6+9 (melee) / 1d8+5 (M) dmg	
Shortsword x3 (two-handed x2 & one-handed) – Attack: 3d6+11 (melee) / 1d8+7 (M) dmg	

Claws & Bite (one hand minimum) – Attack: 1d10+9 (melee) / 1d6+5 dmg
Durability: 6
Damage Reduction: 4 (mesh)
Dodge Defense: 8/11
Body Defense: 8
Mental Defense: 7
Awareness Spot/Notice TNs: 11/16
Break TN: 9 (Berserk) / 12

Built for intimidation as much as combat, the skaplek's mandibles widen as it appears to sneer at you.

Encounter: Skapleks can be found wandering the starlanes alone or in small groups. Nearly anyone who knows much about skapleks gives them a wide berth, and most skapleks appear to like it that way.

While some skapleks do have more mundane jobs, they often to gravitate towards jobs which allow them to use their aggression. Unlike krakiz who do similar roles, the skapleks do not have a pride group structure. The skapleks that the PCs are most likely to encounter would be pirates, criminals, or mercenaries.

As GM, a skaplek or three can be a great addition to a mixed species crew of pirates, especially the sort who lead through fear and intimidation rather than charm.

Skapleks are also known for being proponents of gray matter grafting, with gaining psychic powers through grafting giving them a lot of prestige with other skapleks. While the vast majority of skapleks have not been grafted, it's still at the point where grafting surgeons will reach out directly to skapleks to market their services even in systems where it's illegal.

Tactics: Skapleks take advantage of their six arms by wielding multiple weapons. This skaplek will normally wield 3 pistols and one

sword, shifting to three swords and one pistol when in melee.

The skaplek is highly aggressive, moving into close range and flanking to get a clear shot even if it means giving up its own cover.

Moreau

Created almost entirely from human DNA, the moreau are often mistaken for humans by those who are unfamiliar with them. Even for humans, moreau can be hard to distinguish at first glance or from a distance.

The primary difference is that moreau as opposed to a humans are their horns, sharp claws, and long fangs as well as a reddish hue to their skin. A human would never confuse them with another human, but other species sometimes do, especially if they've never met a human before. Their claws and fangs can use these to attack, but they are less effective than weapons. Also notable is that the limited DNA used to create the moreau means that their appearance varies much less than humans. All moreau are tall and well-built for humans, their skin a bright reddish hue and with sharp facial features. When deployed for combat, moreau commonly wear masked helmets, potentially to make them harder to distinguish from humans.

Moreau Base Ability Scores

Brawn: +0

Dexterity: +0

Agility: +0

Stamina: +0

Sharpness: +0

Willpower: +0

Damage Reduction: 0/0

Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)

Morale: 12+Willpower

Height: 1.6-1.9m

Weight: 60kg-110kg

Claws & Bite (one hand) – Attack: 1d8+Brawn+Dexterity / 1d4+Brawn dmg

Well Rounded: Unlike most species, the moreau, like humans, have no species

attributes. Therefore, they may choose their own primary, secondary, and tertiary attributes when their class does not dictate them.

Research TNs	Information Found
2	These are moreaus (name on sight).
8	Moreaus were created based upon human DNA in response to the success of The Armada.
14	Moreau are nearly all mercenaries.
20	Moreau are known for taking jobs which are at least a bit shady.
35	While individuals vary, Moreau have very mixed feelings towards humanity. It is almost a strained sibling relationship, but at the species level.
45	Despite being mostly human, there have been no recorded cases of a moreau being psychic.

Moreau Sharpshooter (Thug 7) – Scout Template

Threat Rating: Lead: 2

Iron: 1.5

Steel: 1

Brawn: 4

Dexterity: 7

Agility: 5

Stamina: 5

Sharpness: 7

Willpower: 4

Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)

Standard Weaponry:

Claws & Bite (one hand) – Attack: 1d8+11 / 1d4+6 dmg

Sniper Rifle (two hands) – Attack 2d8+7 (-3) - Scope / 1d10+9ap dmg (scope)
Pistol (one hand - light) – Attack 2d8+7 (-5) / 2d6+9 dmg
Short Sword (one hand / light) – Attack 3d6+12 / 1d8+6 dmg
Durability: 5
Damage Reduction: 4 (Ballistic Armor)
Dodge Defense: 9 / 13 run
Body Defense: 8
Mental Defense: 8
Awareness Spot/Notice TNs: 16/21
Break TN: 16

The moreau's taloned hands grip the stock of the long rifle slung over his shoulder as she gives you a pointed grin.

Encounter: A sharpshooter will be encountered as one of the more common moreau soldiers, especially in areas open enough to take advantage of his rifle.

Tactics: The moreau sharpshooter is skilled enough to use her sniper rifle to great effect, choosing her firing position so that she is at minimal risk due to range and cover.

Moreau War-Dog (Thug 7)	
Threat Rating:	Lead: 2
	Iron: 1.5
	Steel: 1
Brawn: 5	
Dexterity: 7	
Agility: 4	
Stamina: 5	
Sharpness: 4	
Willpower: 7	
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Standard Weaponry:	
Claws & Bite (one hand) – Attack: 1d8+12 / 1d4+7 dmg	
Assault Rifle (two hands/bulky) – Attack 2d10+7 (-5) / 2d8+6 dmg – (Auto-Fire +2)	
Bayonet (two hands) – Attack 2d6+12 / 1d8+9 dmg	

Concussion grenade (one hand/light) – Attack: 3d8+4 (-16 per 5) / +6d6+2 dmg (Grenade)
Short Sword (one hand/light) – Attack 3d6+11 / 1d8+7 dmg
Durability: 5
Damage Reduction: 4 (Ballistic Armor)
Dodge Defense: 8 / 12 run
Body Defense: 9
Mental Defense: 11
Awareness Spot/Notice TNs: 12/17
Break TN: 19

Moreau Mercenary (Elite 3)	
Threat Rating:	Lead: 3
	Iron: 2
	Steel: 1.5
Brawn: 4	
Dexterity: 6	
Agility: 4	
Stamina: 5	
Sharpness: 4	
Willpower: 4	
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Standard Weaponry:	
Claws & Bite (one hand) – Attack: 1d8+10 / 1d4+5 dmg	
Assault Rifle (two hands) – Attack 2d10+6 (-5) / 2d8+5 dmg – (Auto-Fire +1)	
Pistol (one hand/light) – Attack 2d8+6 (-5) / 2d6+5 dmg	
Pair of Shortswords (two hands) – Attack 3d6+11 / 1d8+6 dmg	
Vitality: 13 / Life: 9 / Psyche: 8 / Grit 1	
Damage Reduction: 3 (Ballistic Armor)	
Dodge Defense: 8 / 12 run	
Body Defense: 8	
Mental Defense: 8	
Awareness Spot/Notice TNs: 12/17	
Break TN: 18	

Like many moreau, this moreau is a mercenary for hire. While certainly not universally true, moreau

are known for doing shadier jobs than most Space Dogs are willing to take. Sometimes mercenaries such as this will even pass themselves off as human to those species who don't know the difference.



Moreau Exosuits

Much more than the mecha, exosuits are easy to come across for any humans with enough credits. As humanity has done so much to make the starlanes safer, the builders see little reason to attempt to regulate the numbers and use of weapons which can only be used by humans.

Whillee the exosuits which the builders create are designed to only work for humans, the moreau are more than close enough to being human to jockey the same exosuits if they have a jack installed in the back of their neck. While technically the jack is also builder technology, unfortunately it is apparently simple enough for others to replicate, including those unsavory enough to install them for the moreau.

While every group of moreau that you run across won't be fielding exosuits, they're common enough that you should prepare to face them if you come into conflict with the moreau.

Moreau Achilles Exosuit (Elite 3) – Exo Scale	
Threat Rating:	Lead: 7
	Iron: 4
	Steel: 2
Brawn: 4	
Dexterity: 5 (jockey has 6 – lowered due to Willpower max)	
Agility: 5	
Stamina: 4	
Sharpness: 4	
Willpower: 4	
Base Movement Speed: 1sq (2 meters) / Run: 6sq (12 meters)	
Standard Weaponry:	
Assault Rifle (two hands) – Attack 2d10+5 (-6) / 2d8+5 dmg – (Auto +1)	
Pistol (one hand - light) – Attack 2d8+5 (-6) / 2d6+5 dmg	
Shortsword (one hand – light) – Attack 3d6+10 / 1d8+5 dmg	

Concussion grenade (one hand/light) – Attack: 3d8+1 (-16 per 5) / +6d6+1 dmg (Grenade)	
Vitality: 11 / Life (mecha): 12 / Life (moreau): 8 / Psyche: 8 / Grit: 1	
Damage Reduction: 5	
Dodge Defense: 7 / 11 run	
Body Defense: 12	
Mental Defense: 8	
Awareness Spot/Notice TNs: 12/17	
Break TN:	18

Moreau Ares Mecha (Elite 3) – Mecha Scale	
Threat Rating:	Lead: 10
	Iron: 6
	Steel: 3
Brawn: 4	
Dexterity: 5 (jockey has 6 – lowered due to Willpower max)	
Agility: 4	
Stamina: 5	
Sharpness: 4	
Willpower: 4	
Base Movement Speed: 2sq (4 meters) / Run: 4sq (8 meters)	
Standard Weaponry:	
ST Pistol (one hand/light) – Attack 2d12+5 (-6/Stable) / 4d8+5ap dmg (H) – (Auto-Fire +1)	
Assault Rifle (two hands) – Attack 2d10+5 (-5) / 2d8+5 dmg – (Auto +1)	
Hand Cannon (one hand) – Attack 2d8+3 (-5) / 3d6+5 dmg	
Broadsword (one hand) – Attack 3d6+9 / 1d10+5 dmg	
Vitality: 11 / Life (mecha): 13 / Life (moreau): 9 / Psyche: 8 / Grit: 1	
Damage Reduction: 5	
Dodge Defense: 4 / 8 run	
Body Defense: 16	
Mental Defense: 8	
Awareness Spot/Notice TNs: 12/17	
Break TN:	18

Moreau Encounters

Moreau Close Support
2 Moreau War-Dogs
1 Moreau Mercenary
Group's Awareness Spot/Notice TNs: 12/17
Threat Rating: Lead: 7
Iron: 5
Steel: 3.5

The three gunmen move as a tight unit, communicating with hand motions.

Encounter: This is a common moreau unit; often hired as a marine garrison in the same way as Space Dogs.

Tactics: By default this unit will set up 10-20m away from their target (1 range increment) and then proceed to lay down auto-fire and throw a grenade if their target is in cover. But their tactics will change depending upon their target.

Moreau Heavy Garrison
3 Moreau War-Dogs
3 Moreau Sharpshooter
1 Moreau Ares Mecha
Group's Awareness Spot/Notice TNs: 16/21
Threat Rating: Lead: 22
Iron: 15
Steel: 9

The half dozen moreau flash fanged grins as they move in unison behind an imposing metal mecha.

Encounter: Moreau's biology is close enough to human that they can jockey human mechas, but it is still rare. You would not find this unit often; most commonly dealing with wealthy black market patrons which procured the mecha for them.

Tactics: The sharpshooters will choose the longest firing lines they can while the war-dogs and the Ares hold the line and lay down fire. The Ares is quick to close to melee if the other moreau are threatened.

Torali

From a planet with approximately half of Earth's gravity, the torali's arms and legs are spindly to our eyes, standing at least two, and sometimes close to three meters in height, though they rarely mass more than 50kg. When standing, their lightly furred long arms and legs, various deep shades of purple, green, and blue, but always appearing nearly black in color, seem powerful at first glance, especially when you first find out that their fur is coated in a mild toxin which can cause paralysis if ingested. Besides their arms and legs, their skin shows as being a dull gray. However, the torali are actually rather frail, often riding in motorized and padded chairs when traveling where the gravity is higher than their home planet's. On interstellar space stations, it isn't uncommon for there to be a torali quarter with high ceilings where the gravity is kept at a lower strength than on the rest of the station.

Research TNs	Information Found
2	These are torali (name on sight).
6	The torali created a variety of monstrous creations known as chimera.
10	Nearly all of the toralis' technology is focused upon the biological. While certainly not always true, the torali have a reputation for shady dealings in all sorts of organics from drugs to gray matter grafting.
20	The torali houses, their governing bodies, are an odd mix of nepotism and meritocracy. No one outside of them is sure of how they work nor how their loyalties shift.

35	No one is certain just where a torali's loyalties lay, and most seem always on the cusp of having all ties being cut off for expediency and plausible deniability.
70	While on the surface the torali as a whole support the builders and The Armada, many of the torali chafe at being under the thumb of anyone or anything other than themselves.

Torali Base Ability Scores

Brawn: -1
Dexterity: -2
Agility: -3 (minimum 1)
Stamina: -1
Sharpness: -1
Willpower: +0
Damage Reduction: 0
Movement Speed: 0sq (0 meters) / Run: 1sq (2 meters) - Slow
Break TN: 4+Willpower
Height: 2m-2.9m
Weight: 30kg-50kg
Slow: A slow creature doesn't gain Dodge Defense when running and can only go 2x distance in a straight line.
Low Gravity Homeworld: The torali take a -10 penalty on all Athletics and Acrobatics checks in anything above 50% gravity.

GM Note: Due to their biology and psychology, all torali are normal characters, though most have high skill ranks.

Torali - Normal

Threat Rating:	Lead: 0
	Iron: 0
	Steel: 0
Brawn: 2	
Dexterity: 1	
Agility: 1	
Stamina: 2	



Sharpness: 2
Willpower: 3
Movement Speed: 0sqs (0 meters) / Run: 1sqs (2 meters) - Slow
Float Chair Movement Speed: 2sqs* (4 meters) / 2sqs (4 meters)
Low Gravity Homeworld: The torali take a -10 penalty on all Athletics and Acrobatics checks in anything above 50% gravity.
Durability: 1
Damage Reduction: 0
Dodge Defense: 5 / 5 run
Body Defense: 5
Mental Defense: 7
Awareness Spot/Notice TNs: 10/15
Break TN: 7

Sitting in a deep float chair, the torali's purple furred legs hang loosely over the chair's hard shell, its left hand hovering over a set of controls

while the bulk of the torali is deep in the thick padding of the chair, absorbing the force of what is to him, high gravity.

Though far from universal, being some manner of chemist or geneticist is something of a stereotypical profession for a torali.

Encounter: Found throughout the starlanes, a torali chemist can be found selling their wares in nearly every populous system. Whether selling chimera, drugs, poisons, or even gray matter grafting, the torali likely cares more for the size of your bank account than your morality.

A torali crime lord is most often found in more outlying systems, growing her services into a power base. Many torali consider themselves the rivals of the builders for dominance of the starlanes and may not be friendly with the players, as humanity has undeniably solidified the builders' dominance once again.

Tactics: A torali is utterly worthless in a combat situation and will likely do his best to avoid combat situations whenever possible. If they would be captured, torali are known to sometimes take their own life to keep from talking, though it's often questionable if they or someone else was actually behind their death.

Chimera

The chimera are, as a group, the monstrous creations of the torali. They seem to be totally compelled to follow the last order given to them by their master, and they're generally not considered to be truly sentient.

However, despite their appearances, you shouldn't attack a chimera unless provoked, as the majority of time they are acting merely as laborers and body servants despite their monstrous looks.

The chimeras listed here are the most common varieties, but they are in no way exhaustive. The torali are always experimenting with new varieties, and many torali have their own personal breeds which they prefer. The kinds listed here have been in use for centuries, such that most torali geneticists can cook up any of them given the proper equipment, while their personal creations are likely kept as tightly held secrets.

Many chimera are controlled by the torali directly, but the torali houses are more than willing to sell chimera to other species if the price is right. Whether or not those sold chimera shift their loyalty entirely to their new masters or not is something which is debated, and a reason that many prefer to hire mercenaries rather than purchase chimeric muscle.

Dependent: The chimera were designed specifically to be subservient to their masters. It is unknown whether or not the torali knew how much of a disadvantage that could be in the chaos of combat, the chimera often hesitating for orders and having the potential for victory slip away.

Nearly all Chimera have a Sharpness score of 1 which cannot be raised higher with ability score points.

Humanoid Chimera

Many of the toralis' creations were given some level of intelligence, though the torali insist that they are kept just below the level of sapience. Nonetheless, these creatures can use tools, speak to some level, and even basic

computer systems. The torali insist that it would be no different from a pet who learns a few commands and phrases, like how humans would think of a pet parrot.

Whatever the case, these creatures are not parrots and should not be underestimated, either as physical threats or as cunning extensions of their torali masters.

Razorback

Getting their nickname from the large nose and upward curving tusks, the Razorbacks are the standard trooper of the chimeras. A bit shorter than the average human male and with a hunched back, they're practically bursting with muscle. Try to avoid melee combat with them as that's where they truly excel. They're equipped with a wide variety of weapons, but it's not uncommon to see them armed with a shield to help them to close to melee.

Razorbacks can speak, but their ability to hold an actual conversation is limited, and they seem to have almost no capacity for abstract thought.

Research TNs	Information Found
4	This is a chimera (recognize on sight).
8	This is a razorback (recognize on sight).
20	Razorbacks are the mainstay of the chimera market, sold to nearly anyone with the credits. They are used in a wide variety of military and security applications.
30	Razorbacks can speak, though they have a limited vocabulary and have difficulty following complex instructions.

Razorback Grunt (Thug 1) (human scale)	
Threat Rating:	Lead: 1
	Iron: 3/4
	Steel: 1/2
Brawn: 6	
Dexterity: 3	
Agility: 3	
Stamina: 4	
Sharpness: 1	
Willpower: 2	

Razorback Base Ability Scores
Brawn: +1 (Species primary)
Dexterity: +0 (Species tertiary)
Agility: -1 (Species secondary)
Stamina: +0 (Species primary)
Sharpness: -6 (minimum of 1) (Species tertiary)
Willpower: -2 (Species tertiary)
Damage Reduction: 0
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)
Morale: 8+Willpower
Height: 1.3m – 1.6m
Weight: 80kg-100kg
Tusks: Attack 2d6+Brw+Dex / 1d8+Brw dmg
Charger: A razorback may move one square in the melee phase before attacking with their tusks. This can allow them to close to melee if they otherwise couldn't.

Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)
Standard Weaponry:
Shield (one hand) – Block/Attack 1d10+9 / 1d6+6 dmg
Hand Cannon (one hand) – Attack – 2d8+3 (-5) / 3d6+1 dmg
Boarding axe (one hand) - Attack: 2d8+9 (melee) / 1d10+9 dmg

Razorback tusks Attack: 2d6+9 (melee) / 1d8+6 dmg (Charger)
Durability: 4
Damage Reduction: 3 (mesh)
Dodge Defense: 7 / 10 run
Body Defense: 10
Mental Defense: 6
Awareness Spot/Notice TNs: 10/15
Break TN: 10

Razorback Boss (Thug 8 – Leader Template)	
Threat Rating:	Lead: 2
	Iron: 1.5
	Steel: 1
Brawn: 7	
Dexterity: 5	
Agility: 3	
Stamina: 6	
Sharpness: 1	

Willpower: 5
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)
Standard Weaponry:
Shield (one hand) – Block/Attack 1d10+12 (melee) / 1d6+9 dmg
Hand Cannon (one hand) – Attack – 2d8+5 (-5) / 3d6+3 dmg
Greatsword (one/two hands) - Attack: 3d6+9/12 (melee) / 2d8+9 dmg
Razorback tusks Attack: 2d6+12 (melee) / 1d8+9 dmg (Charger)
Durability: 6
Damage Reduction: 5 (mesh)
Dodge Defense: 7 / 10 run
Body Defense: 11
Mental Defense: 9
Awareness Spot/Notice TNs: 12/17
Break TN: 14

Tiny black eyes stare at you over wickedly hooked tusks and a hairy brown snout. While continuing to stare, it rolls its hunched shoulders, showing off slabs of flat muscle.

Encounter: Razorbacks are commonly found throughout the starlanes, wherever someone is willing to pay for some muscle and doesn't mind the not quite slavery of owning a chimera. Razorbacks fill roles from club bouncers to crime lord enforcers and everything in-between. The razorbacks themselves shouldn't be considered good or bad; they are generally considered something like a weapon who has been bred to be aimed wherever their owner aims them.

Razorback bosses are more cunning, and they are used to keep other chimeras in line.

Tactics: In combat razorbacks don't use complex tactics, but they are smart enough to use cover and stay out of the blast radius of grenades. Unless told otherwise by their commander, razorbacks will move up into melee whenever possible, though bossess may come up with basic tactics.



Whip

A Whip has green rubbery skin, almost like that of a frog. It's most distinguishing feature though, is that in place of where its left arm should be is a long writhing tentacle nearly ten meters long with a barbed spike on the end which it can fire out to ten meters away, much in the same way that a salamander can fire its tongue. If it hits you solidly, the Whip will begin to pump a corrosive acid deep into your flesh. Try not to let that happen.

Whips can understand basic speech, but they do not have the ability to speak. However, they do sometimes let out a dry chuckle, especially upon watching a target of their corrosive acid writhe in pain.

Research TNs	Information Found
5	This is a chimera (recognize on sight).
12	This is a whip (recognize on sight).
25	Whips are commonly paired with razorbacks for more aggressive deployments, but they don't have the temperament for long-term security.
35	Whips can't speak, but they can understand simple speech.
55	Whips are known for being sadists, and they will go out of their way to inflict pain when not supervised.

Whip Base Ability Scores
Brawn: -1 (Species secondary)
Dexterity: +0 (Species primary)
Agility: +1 (Species primary)
Stamina: +0 (Species secondary)
Sharpness: -6 (minimum of 1) (Species tertiary)
Willpower: -1 (Species tertiary)
Damage Reduction: 0
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)
Morale: 8+Willpower
Height: 1.8-2.2m
Weight: 55kg-70kg
Tentacle Whip - Attack: 2d6+Dex+Agl (melee/-∞ per 5) / 1d10+Brw dmg (Reach / Secondary)
Reach: During the first round of a melee combat the target(s) take a -10 penalty on any melee attack roll.
Secondary (Corrosive Acid): If the Tentacle Whip deals any Life damage make a secondary attack – Attack 2d6+Brw+Sta vs Body Defense / 1d12+Sta dmg.



Whip Grunt (Thug 1) (human scale)	
Threat Rating:	Lead: 1.5
	Iron: 1
	Steel: 3/4
Brawn:	3
Dexterity:	4
Agility:	6
Stamina:	4
Sharpness:	1
Willpower:	2
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Standard Weaponry:	
Pistol (one hand) - Attack: 2d8+4 (-5) / 2d6+1 dmg	
Tentacle Whip - Attack: 2d6+10 (melee/-∞) / 1d10+3 dmg / (Reach / Secondary)	
Corrosive Acid – Attack 2d6+7 / 1d12+4 dmg	
Durability: 4	
Damage Reduction: 1 (ballistic vest)	
Dodge Defense: 10 / 14 run	
Body Defense: 7	
Mental Defense: 6	
Awareness Spot/Notice TNs: 10/15	
Break TN:	10

Whip Veteran (Thug 7) (human scale)	
Threat Rating:	Lead: 2.5
	Iron: 1.5
	Steel: 1
Brawn:	4
Dexterity:	7
Agility:	8
Stamina:	5
Sharpness:	1
Willpower:	3
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)	
Standard Weaponry:	
Pistol (one hand) - Attack: 2d8+7 (-5) / 2d6+3 dmg	
Tentacle Whip - Attack: 2d6+15 (melee/-∞) / 1d10+6 dmg / (Reach / Secondary)	
Corrosive Acid – Attack 2d6+9 / 1d12+7 dmg	
Durability: 5	
Damage Reduction: 3 (ballistic vest)	
Dodge Defense: 12 / 16 run	
Body Defense: 8	
Mental Defense: 7	
Awareness Spot/Notice TNs: 12/17	
Break TN:	11

Encounter: While not nearly as common as razorbacks, whips are still found throughout the starlanes, both in the service of torali and those with the credits to purchase them. Whips do not have the temperament to be effective in more passive roles such as bouncers, and they are almost exclusively paired with razorbacks in attack roles to both keep them in line and to act as communicators.

Tactics: In battle whips do their best to bring their namesake to bear. They will do their best to get into cover at close range and use their whip, closing to melee generally just to pile on with their allies when they outnumber their target. Whips are hardly warp scientists, but they do have a low cunning, and they will sometimes retreat when a fight seems hopeless even without their morale breaking, leaving their allies stranded in combat.

Widow

While none of the chimeras have a gender, the widows’ ebony and red complexions have a feminine appearance to human eyes. That, plus their four thin black arms and six legs all ending in thin talons inspired the nickname ‘widow’ after the Earth spider of the same name. Used as body servants and for other such non-combat roles by the Torali, most Torali having at least one such attendant, the widows can also use their four arms to wield both melee weapons and firearms at the same time. Despite this, they are rarely deployed in combat due to their fragility.



Research TNs	Information Found
5	This is a chimera (recognize on sight).
10	This is a widow (recognize on sight).
20	Widows are intelligent, and they are commonly used as body-servants or spokesmen for torali.
50	While not entirely unheard of, it is rare for widows to be sold to a buyer who is not torali. While not forbidden, it is considered a bit taboo.

Widow Base Ability Scores
Brawn: -2 (Species tertiary)
Dexterity: +0 (Species secondary)
Agility: +1 (Species primary)
Stamina: -1 (Species tertiary)
Sharpness: -1 (Species primary)
Willpower: -1 (Species tertiary)
Damage Reduction: 0
Base Movement Speed: 2sqs (4 meters) / Run: 2sqs (4 meters)
Break TN: 7+Willpower
Height: 1.8m – 2.1m
Weight: 55kg-70kg
Four arms: The widow has a total of four arms which can each work independently
Widow Talons (need at least 2 hands free): Melee Attack – 2d8+Brw+Agl / 1d6+Brw damage

Widow Attendant (Human Scale)
Threat Rating:
Lead: 1/2
Iron: 1/4
Steel: 0
Brawn: 1
Dexterity: 3
Agility: 4
Stamina: 2
Sharpness: 2
Willpower: 2
Base Movement Speed: 2sqs (4 meters) / Run: 2sqs (4 meters)
Standard Weaponry:
Dual Pistols (two hands each) - Attack: 2d8+5 (-5) / 2d6+4 dmg
Widow Talons (two hands) Attack: 2d8+7/ 1d6+1 dmg
Durability: 2
Damage Reduction: 0
Dodge Defense: 8 / 12 run
Body Defense: 5
Mental Defense: 6
Awareness Spot/Notice TNs: 10/15
Break TN: 9

Wearing an oddly blank expression, this creature looks like a humanoid mixed with an oversized arachnid. It lowers its head towards you in an odd sort of bow which seems almost mocking.

Encounter: This widow is an attendant to a torali, serving upon it hand, hand, hand, hand, and feet. In addition to being a servant, the widow is expected to be its eyes and ears of the torali, serving as their representatives, especially if the torali feel that the situation may prove dangerous.

Tactics: If it ends up in combat, the widow will draw its pistols, but it will generally do its best to run and leave the fighting to the other chimera.

Monstrous Chimera

With some of their creations the torali didn't bother with more than animalistic intelligence. But these creations should still not be underestimated as powerful beasts.

Cretan

Research TNs	Information Found
8	This is a chimera (recognize on sight).
15	This is a cretan (recognize on sight).
20	Cretans are not intelligent, having the smarts of a low-end animal.
25	Cretans are generally held in reserve and then unleashed at the enemy as engines of destruction.
40	Cretans never run from combat, instead going on a rampage, attacking both friend and foe.



Cretan (Beast) (mecha scale)	
Threat Rating:	Lead: 3
	Iron: 2
	Steel: 1
Height: 2.5m-2.8m	
Weight: 2,200kg-2,900kg	
Brawn: 7	
Dexterity: 3	
Agility: 2	
Stamina: 6	
Sharpness: 1	
Willpower: 2	
Base Movement Speed: 0sqs (0 meters) / Run: 7sqs (14 meters)	
Charger: A Cretan may move one square in the melee phase before attacking with their horns. This can allow them to close to melee if they otherwise couldn't.	
Standard Weaponry: None	
Horns – Attack: 2d6+10/ 1d12+7 dmg	
Vitality: 6 / Life: 13 / Psyche: 3	
Damage Reduction: 1 (mesh)	
Dodge Defense: 2 / 6 run	
Body Defense: 19	
Mental Defense: 6	
Awareness Spot/Notice TNs: 13/18	
Break TN: 8 / Rampage	
Athletics – (+3)	

Alpha Cretan (Beast) (mecha scale)	
Threat Rating:	Lead: 5
	Iron: 3.5
	Steel: 2
Height: 2.5m-2.8m	
Weight: 2,200kg-2,900kg	
Brawn: 9	
Dexterity: 5	
Agility: 2	
Stamina: 8	
Sharpness: 1	
Willpower: 4	
Base Movement Speed: 0sqs (0 meters) / Run: 7sqs (14 meters)	
Charger: A Cretan may make movement in the melee phase before attacking with their horns. This can allow them to close to melee if they otherwise couldn't.	
Standard Weaponry: None	
Horns – Attack: 2d6+14/ 1d12+11 dmg	
Vitality: 13 / Life: 17 / Psyche: 5	
Damage Reduction: 3 (mesh)	
Dodge Defense: 2 / 6 run	
Body Defense: 21	
Mental Defense: 8	
Awareness Spot/Notice TNs: 15/19	
Break TN: 10 / Rampage	
Athletics – (+5)	

Scent:	Cretans have an excellent sense of smell. Anyone using Stealth only gains half the bonus from any modifiers against them except distance.
Rampage:	When a Cretan's morale breaks it doesn't run, instead it begins attacking everyone around it without distinguishing between friend and foe.

More than half the size of an elephant, but lower to the ground and looking more like a cross between a ram, a bull, and a rhino, Cretans are six-legged engines of destruction which can rip and tear with their massive forward pointing horns.

Encounter: Cretans are usually held in reserve, being deployed to break through a hardened enemy position. However, while they are strong, if its handlers aren't careful it can prove to be as much a danger to them as to their enemies.

Tactics: Cretans do not have tactics of note, instead simply charging forward at the nearest foe and trying to gore them and/or stomp them into the ground.

Gray swoop

Research TNs	Information Found
8	This is a chimera (recognize on sight).
15	This is a gray swoop (recognize on sight).
20	Gray swoops are most commonly used in combination with security systems.
28	Gray swoops have an acidic poison on their talons.
40	Gray swoops can see perfectly even in total darkness.

Gray swoop (Beast) (human scale)	
Threat Rating:	Lead: 1/2
	Iron: 1/4
	Steel: 1/10
(Note: This is for combat. As sentries their threat rating would go up.)	
Height: 0.7m – 1m	
Wingspan: 2.3m – 3m	
Weight: 7kg – 12kg	
Brawn: 1	
Dexterity: 5	
Agility: 7	
Stamina: 1	
Sharpness: 1	
Willpower: 4	
Base Movement Speed: 0 sqs (0 meters) /	
Run: 1 sqs (2 meters)	
Fly Movement Speed: 4 sqs (8 meters) /	
Run: 8 sqs (16 meters)	
Beak & Talons – Attack: 1d10+12 / 1d6+1	
dmg /	
(Secondary) Corrosive Acid – Attack 2d8+2	
/ 2d6+1 dmg	
Durability: 1	
Damage Reduction: 0	
Dodge Defense: 11 / 15 run	
Body Defense: 5	
Mental Defense: 8	
Awareness Spot/Notice TNs: 15/19 (Night	
Vision)	
Break TN: 7	
Acrobatics – (+4)	
Stealth – (+4)	

Alpha Gray swoop (Beast) (human scale)	
Threat Rating:	Lead: 1
	Iron: 1/2
	Steel: 1/4
(Note: This is for combat. As sentries their threat rating would go up.)	
Height: 0.7m – 1m	
Wingspan: 2.3m – 3m	
Weight: 7kg – 12kg	
Brawn: 3	
Dexterity: 7	
Agility: 9	
Stamina: 1	
Sharpness: 1	
Willpower: 6	
Base Movement Speed: 0 sqs (0 meters) /	
Run: 1 sqs (2 meters)	
Fly Movement Speed: 4 sqs (8 meters) /	
Run: 8 sqs (16 meters)	
Beak & Talons – Attack: 1d10+16 / 1d6+5	
dmg /	
(Secondary) Corrosive Acid – Attack 2d8+4	
/ 2d6+3 dmg	
Durability: 1	
Damage Reduction: 2	
Dodge Defense: 13 / 17 run	
Body Defense: 7	
Mental Defense: 10	
Awareness Spot/Notice TNs: 17/21 (Night	
Vision)	
Break TN: 9	
Acrobatics – (+6)	
Stealth – (+6)	

Flight: In order to fly, a gray swoop must always move their maximum distance each turn. In addition, they move again at the end of the Melee Phase (even after making an attack) also their maximum distance. The gray swoop may not go through the same square more than once in their move. If they fail to move their maximum they must land.

Night Vision: Gray swoops have huge slitted eyes which see partially outside of the human visible spectrum. This allows them see in total darkness, though they still treat everything as being in concealment in total darkness. Their foes do not gain the Stealth bonus for being in total darkness or dim light.

Secondary (Corrosive Acid) : If the beak & talons deal any Life damage and/or a critical hit make a secondary attack – Attack 2d8+Brw+Sta vs Body Defense / 2d6+Sta dmg.



Gray swoops are flying creatures with feathery bat wings, razor sharp talons, and an extremely long hooked beak. They fly in near perfect silence, acting as mobile sentries with their nearly perfect night vision. While not kept for their combat prowess alone, their corrosive acid can be a threat when attacking unaware targets.

Encounter: Gray swoops are commonly deployed in secure areas, used in combination with security cameras and turrets, as it's difficult to beat both biological and electronic systems. Their instincts make it so that they dislike being in bright areas. Space Dogs should keep an eye out whenever a security area is notably darkened as opposed to bright, which would normally make

sneaking in more difficult.

The swoops are also sometimes deployed in combination with other forces, being released in combination with other forces to overwhelm the foes.

Tactics: Swoops avoid targets larger than human scale, focusing on those with little to no armor since their corrosive talons have trouble piercing all but the lightest armors.

Before they attack, swoops will hide in the darkest corners of the area to be able to swoop in and attack unaware targets; hence their name.

Chimeric Encounters

The encounters listed below are some of the most common groups of chimera for the players to run into in a combat situation. One or two chimera are also common, especially in combination with their owners, but they are not listed here, as there are too many possible types of owners.

Chimeric Security Team	
3 Razorback Grunts	
1 Razorback Boss	
Threat Rating:	Lead: 5
	Iron: 3.5
	Steel: 2.5

The deep-set black eyes look you up and down, assessing as to whether or not you're a threat. After a moment, they let out a porcine grunt and give you a short nod.

Encounter: A security team such as this can be encountered in nearly any system, except those which are more insular or those which are controlled by the berlichs. They are not an attack force, instead they are generally used as a deterrent, placed in obvious locations so that troublemakers and thieves know exactly who will deal with them should they cross the line.

Tactics: Unless directed otherwise by their owners, the security team will try to close to melee against the closest foe, hugging cover until they get there.

Chimeric Strike Force	
2 Razorback Grunts	
1 Whip Grunts	
1 Widow Attendant (skilled in hacking & demolitions)	
1 Razorback Boss	
Threat Rating:	Lead: 6
	Iron: 4
	Steel: 3

The chimeras move smoothly, going from cover to cover as they work their way to striking distance of their target.

Encounter: A basic strike force has a core of razorbacks, with a couple of whips added to increase the punch of the group. A group like this is used in any situation where the chimera will be used offensively so that the whips' sadistic nature isn't a concern.

Tactics: The strike force will have the razorbacks act as the shield for the whips, with the whips moving in on engaged targets to pierce them with their namesake and pump them full of corrosive acid.

The razorback boss is no genius, but he is cunning enough to keep to cover and overwhelm one target at a time whenever possible.

The widow will stay back from the fighting, as she is along to clear the strike force's path of any obstacles and to hack security systems and hostile turrets.

Chimeric Garrison	
4 Razorback Grunts	
1 Razorback Boss	
2 Widow Attendants	
1 Cretan	
3 Gray swoops	
1 Torali Chemist	
Threat Rating:	Lead: 10.5
	Iron: 6
	Steel: 4

The widow attendant at the desk gives you a cool look as you approach, the black eyes of the razorback looking you up and down and lingering over any weapons.

Encounter: This is a successful torali and his personal retinue of chimeras. While most torali do not have this many personal chimera, it is not especially uncommon either. For many torali, it seems that the number of chimera that they own and provide for is a more important sign of wealth than the status symbols that humans are used to such as clothing or jewelry.

Tactics: The razorbacks are the main fighting force of this garrison, with the Cretan is kept in a small reserve facility, ready to be unleashed should the compound come under attack. Finally, the gray swoops have roosts near wherever it is that the chemist keeps their personal formulae.

Labyrinth Dwellers	
1 Alpha Cretan	
6 Gray swoops	
1 Alpha Gray swoop	
Threat Rating:	Lead: 9
	Iron: 5.5
	Steel: 3

The near darkness looms in front of you. You can see just far enough to see that the passage in front of you splits in three directions.

Encounter: The torali trust their own biological creations more than electronic and mechanical locks and cameras. As a security measure protecting a valuable lab or resource, they created a maze of passages and then unleashed some of their more savage creations to wander the halls and deal with any intruders.

Tactics: Neither the Cretan nor the gray swoops are anything like intelligent, but the swoops do have a certain animal cunning. The gray swoops will actually alert the Cretan of intruders that they spot with their night vision, waiting for it to engage before swarming any stragglers.

Volucris

Thought to have been created millennia ago as a weapon in an ancient interstellar war, the volucris rove the starlanes in search of prey. The Builders have informed us that they believe that the only reason that there aren't many times more of them, is that something in their design limited their numbers to keep them from destroying their creators. While it appears that they can't increase their numbers drastically, they can replace any losses, and every attempt to eradicate them from the galaxy has failed.

The volucris vary greatly in size, from that of a small dog all the way up to a freighter class starship. No one is sure of their true motivations, or even if they have any, perhaps just following the commands of their long vanished creators like some sort of massive biological machine.

What is known, is that any sort of Warp emissions seem to draw them, sometimes even following such emissions to a space station, which is one of the main reasons why all starships are designed to keep such emissions to a minimum. However, The Builders claim that not having any emissions would be impossible, as such emissions are how ships maintain a hold on our reality. Whatever the case, volucris are drawn to warp emissions, and they're also one of the main reasons that The Builders like having marine garrisons on any of their ships going on anything more than a short run through the starlanes.

Below is an overview of some of the more common volucris varieties which you may run into, though the names given are only the slang we use; the volucris aren't the kind to tell us nicely what they call themselves. Study it well; it may mean your life.

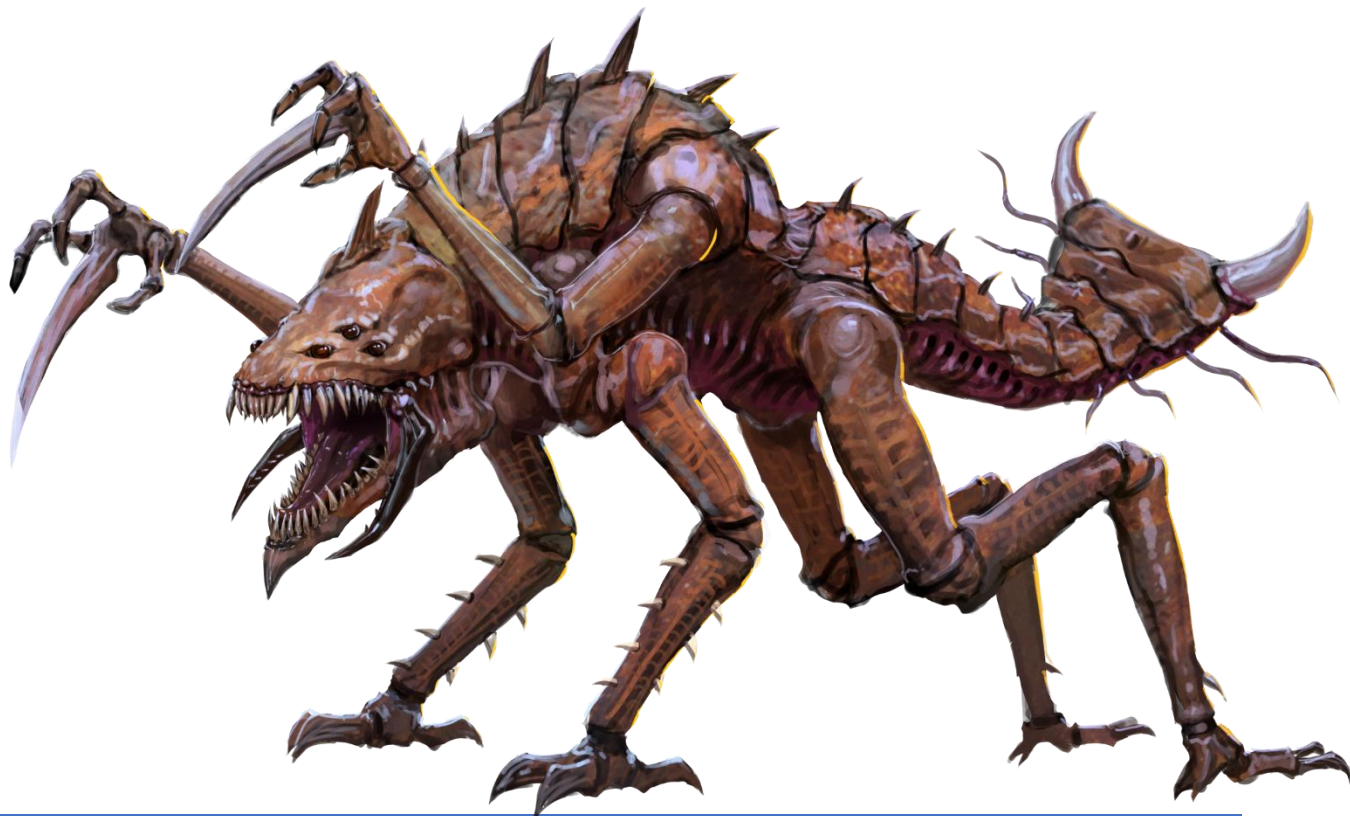
Volucris Morale: The volucris are a hive-mind, and therefore the drones will do as their masters, the eggheads, dictate. So long as their egghead is alive and within one kilometer no volucris will ever break. If their egghead dies, their morale can break as normal, though another egghead can link with them with a physical touch by spending one Psyche point.

Encounter: Volucris are most commonly found in the open starlanes, away from the core systems. However, they can show up nearly anywhere, and the threat of them intercepting a starship traveling through the warp nearly anywhere is one of the main reasons that having a contingent of space dogs aboard is sought after.

Other ways that volucris may be encountered might be after they have attacked and killed the crew of an isolated space station and then decided to make themselves at home. The type of volucris encountered seems not to matter with the circumstances, though there is usually an egghead along with any larger swarm.

Tactics: With the possible exception of eggheads, the volucris are not sentient, and appear to be less intelligent than most animals. Therefore, outside of the direct presence of an egghead, they do not have tactics per se. Instead, each breed has a single method of attack which they will always use. But they will also follow the lead of a higher ranking volucris if they are present. For example, ankle-biters will normally simply rush towards the closest enemy, but if they are in a swarm with a slasher, they will follow the slasher's lead and try to attack from stealth. If two or more volucris in a swarm are of the same rank, each will do their own thing, with lesser volucris split between them. Though again, all of this is moot should an egghead be present, as the egghead will psychically direct all of the volucris to suit their plans.

Usually the volucris should act simply, most rushing into melee to swarm the nearest target. The interest comes from the mix of different volucris units that the PCs can face at once.



Volucris Ankle-biter (Human Scale)	
Threat Rating:	Lead: 1/2
	Iron: 1/3
	Steel: 1/4
Height: 0.4 – 0.6 meters	
Weight: 15kg-25kg	
Brawn: 2	
Dexterity: 3	
Agility: 4	
Stamina: 2	
Sharpness: 1	
Willpower: 2	
Base Movement Speed: 0sqs (0 meters) / Run: 6sqs (12 meters)	
Swarm: Due to their small size, ankle-biters gain an additional +1 Dodge Defense bonus and up to four may fit in a single square.	
Rip & Tear: Damage reduction only applies once each turn against all ankle-biters in a single square.	
Standard Weaponry:	
Maw & Claw Attack: 2d8+7 / 1d6+2 dmg	
Durability: 2	
Damage Reduction: 0	
Dodge Defense: 9 / 13 run	

Body Defense: 6
Mental Defense: 6
Awareness Spot/Notice TNs: 10/15
Break TN: 8 / Volucris
Expendable: An ankle-biter's death doesn't apply to the Morale test towards either Death or Devastated.

The small volucris lets out a screech before bounding towards you at breakneck speed.

An Ankle-biter is a small fierce ball of murder about the size and shape mid-sized dog mixed with an army ant. Don't get swarmed by them, and try to keep them at a distance.

Tactics: Volucris Rank 0: On their own, Ankle-biters swarming forward at the closest foes, seeming to ignore any and all potential dangers. However, due to pheromones they appear to follow the lead of other larger volucris.



Volucris Bang (Human Scale)	
Threat Rating:	Lead: 1/2
	Iron: 1/3
	Steel: 1/4
Height: 0.3 – 0.5 meters	
Weight: 12kg-20kg	
Brawn: 1	
Dexterity: 3	
Agility: 3	
Stamina: 1	
Sharpness: 1	
Willpower: 2	
Base Movement Speed: 0sqs (0 meters) / Run: 6sqs (12 meters)	
Swarm: Due to their small size, bangs gain an additional +1 Dodge Defense bonus and up to four may fit in a single square.	
Boom: After the first attack, the bang dies. Any Damage Reduction is only applied once against all bangs dealing damage in a round.	
Standard Weaponry: none	
Attack: 2d12+6 / 1d8+1 (Mecha) dmg (half damage on a miss)	
Durability: 1	
Damage Reduction: 0	
Dodge Defense: 8 / 12 run	

Body Defense: 5
Mental Defense: 6
Awareness Spot/Notice TNs: 8/13
Break TN: 8 / Volucris
Expendable: A bang's death doesn't apply to the Morale test towards either Death or Devastated.

Sloshing with liquids, the bang rushes toward you with surprising speed for its spindly legs.

Bangs are the most common volucris method for dealing with armor at the small scale. Running balls of acid and plasma without teeth or claws, bangs will generally either ambush their foes or mix in with a swarm of ankle-biters before reaching their target and exploding in an attempt to destroy their foes.

Bangs don't attack per se, instead running up to their targets and exploding in a small but violent burst of acid and plasma. They can only do so once as they, rather messily, die in the explosion. If they lose the attack they still explode but only deal ½ damage (rounded down) to their intended target. Damage reduction only applies once each turn against damage from bangs.

Tactics: Volucris Rank 0: On their own, Bangs charge forward at their closest foe and attempt to blow up in their face. However, due to pheromones or some other reason they seem to follow the lead of other larger volucris.



Volucris Slasher (Human Scale)	
Threat Rating:	Lead: 1
	Iron: 3/4
	Steel: 1/2
Height: 1.2 – 1.4 meters	
Weight: 40kg-55kg	
Brawn: 3	
Dexterity: 4	
Agility: 6	
Stamina: 4	
Sharpness: 1	
Willpower: 3	
Base Movement Speed: 0sqs (0 meters) / Run: 4sqs (8 meters)	
Standard Weaponry:	
Maw & Claw Attack: 3d6+10 / 1d12+3 dmg	
Durability: 4	
Damage Reduction: 3	
Dodge Defense: 10 / 14 run	
Body Defense: 7	
Mental Defense: 7	
Awareness Spot/Notice TNs: 11/16	
Skills:	
Stealth +3	
Camouflage: Slashers gain double the normal bonuses on all Stealth modifiers.	
Break TN:	9 / Volucris

Volucris Slasher (Alpha) (Human Scale)	
Threat Rating:	Lead: 2
	Iron: 1.5
	Steel: 1
Height: 1.2 – 1.4 meters	
Weight: 40kg-55kg	
Brawn: 3	
Dexterity: 6	
Agility: 8	
Stamina: 6	
Sharpness: 1	
Willpower: 5	
Base Movement Speed: 0sqs (0 meters) / Run: 4sqs (8 meters)	
Standard Weaponry:	
Maw & Claw Attack: 3d6+14 / 1d12+5 dmg	
Durability: 6	
Damage Reduction: 5	
Dodge Defense: 12 / 16 run	
Body Defense: 7	
Mental Defense: 9	
Awareness Spot/Notice TNs: 13/18	
Skills:	
Stealth +5	
Camouflage: Slashers gain double the normal bonuses on all Stealth modifiers.	
Break TN:	11 / Volucris

The Slashers look similar to Earth's praying mantis, with long forelimbs which are bladed like swords, cutting through flesh and armor alike, and their hide covered in a thick chitinous shell. The slashers are slower than some other volucris, but they don't need to cross open fire lanes as they can camouflage themselves to match their surroundings in the same way as Earth's chameleon, allowing them to close into striking distance.

Tactics: Volucris Rank 1: Slashers are stealth-predators, preferring to attack from hiding whenever possible to take advantage of their color changing ability. Once in combat, they prefer to focus upon one foe at a time, especially the most lightly armored. If with them, both Ankle-Biters and Bangs will follow a Slasher's lead and ambush their prey.

Volucris Swarmlord (Beast) (Exo Scale)	
Threat Rating:	Lead: 3
	Iron: 2
	Steel: 1.5
Height: 1.8 – 2.1 meters	
Weight: 160kg-200kg	
Brawn: 3	
Dexterity: 5	
Agility: 7	
Stamina: 5	
Sharpness: 2	
Willpower: 4	
Base Movement Speed: 1sq (2 meters) / Run: 4sq (8 meters)	
Standard Weaponry:	
Maw & Claw Attack: 3d6+12 / 1d12+3	
Vitality: 5 / Life: 8 / Psyche: 6	
Damage Reduction: 3	
Dodge Defense: 9 / 13 run	
Body Defense: 11	
Mental Defense: 8	
Awareness Spot/Notice TNs: 13/18	
Skills:	
Stealth +4	
Camouflage: Swarmlord slashers gain double the normal bonuses on all Stealth modifiers.	
Break TN:	15 / Volucris

Volucris Swarmlord (Alpha Beast) (Exo Scale)	
Threat Rating:	Lead: 6
	Iron: 4
	Steel: 3
Height: 1.8 – 2.1 meters	
Weight: 160kg-200kg	
Brawn: 5	
Dexterity: 7	
Agility: 9	
Stamina: 5	
Sharpness: 2	
Willpower: 6	
Base Movement Speed: 1sq (2 meters) / Run: 4sq (8 meters)	
Standard Weaponry:	
Maw & Claw Attack: 3d6+16 / 1d12+7	
Vitality: 10 / Life: 10 / Psyche: 8	
Damage Reduction: 5	
Dodge Defense: 11 / 15 run	
Body Defense: 13	
Mental Defense: 10	
Awareness Spot/Notice TNs: 15/20	
Skills:	
Stealth +6	
Camouflage: Swarmlord slashers gain double the normal bonuses on all Stealth modifiers.	
Break TN:	17 / Volucris

A swarmlord looks somewhat a normal slasher, but with four arms and several times larger and proportionally thicker back legs to leap upon their prey along with a bladed tail. The most disturbing thing about a swarmlord is that they seem more smarter than most volucris, though not as intelligent as eggheads. The swarmlords are most commonly deployed by the eggheads into vanguard positions outside of their psychic influence in order to keep the lesser broods focused upon their goal.

Tactics: Volucris Rank 3: Much like normal slashers, swarmlords are stealth predators. However, they are also leaders, directing its lesser brethren into combat. A swarmlord will only commit themselves to combat if they really like their odds.





Volucris Spiker (Beast) (Exo Scale)	
Threat Rating:	Lead: 2.5
	Iron: 2
	Steel: 1.5
Height: 1.5 – 1.9 meters	
Weight: 180kg-260kg	
Brawn: 3	
Dexterity: 5	
Agility: 3	
Stamina: 3	
Sharpness: 1	
Willpower: 3	
Base Movement Speed: 1sq (2 meters) / Run: 5sq (10 meters)	
Standard Weaponry:	
Maw & Claw Attack: 2d8+8 / 1d6+3 dmg	
Spine: +2d10+5 (-6) / 2d8+4 dmg	
Durability: 3	
Damage Reduction: 2	
Dodge Defense: 5 / 9 run	
Body Defense: 11	
Mental Defense: 7	
Awareness Spot/Notice TNs: 11/16	
Break TN: 9 / Volucris	

Volucris Spiker (Alpha Beast) (Exo Scale)	
Threat Rating:	Lead: 4
	Iron: 3
	Steel: 2
Height: 1.5 – 1.9 meters	
Weight: 180kg-260kg	
Brawn: 5	
Dexterity: 7	
Agility: 5	
Stamina: 3	
Sharpness: 1	
Willpower: 5	
Base Movement Speed: 1sq (2 meters) / Run: 5sq (10 meters)	
Standard Weaponry:	
Maw & Claw Attack: 2d8+12 / 1d6+7 dmg	
Spine: +2d10+7 (-6) / 2d8+8 dmg	
Durability: 3	
Damage Reduction: 4	
Dodge Defense: 7 / 11 run	
Body Defense: 13	
Mental Defense: 9	
Awareness Spot/Notice TNs: 13/18	
Break TN: 11 / Volucris	

The Spiker is the fire support of the Volucris. Rarely seen on their own, the spine-chuckers have dozens of thin bone spines running down their spine which they pluck out only to hurl at their foes with deadly precision.

Tactics: *Spikers focus upon targets which they have a clear shot at, though with a focus upon armored targets up to mecha scale.*

Volucris Hopper (Beast) (Exo Scale)	
Threat Rating:	Lead: 2
	Iron: 1.5
	Steel: 3/4
Height: 1.3 – 1.6 meters	
Weight: 170kg-240kg	
Brawn: 4	
Dexterity: 5	
Agility: 4	
Stamina: 4	
Sharpness: 1	
Willpower: 3	
Base Movement Speed: 1sq (2 meters) / Run: 6sq (12 meters)	
Jumper: Ignores all obstacles less than 6 meters high/wide and all difficult terrain.	
Standard Weaponry:	
Maw & Claw Attack: 2d10+9 / 2d8+4 dmg	
Durability: 4	
Damage Reduction: 4	
Dodge Defense: 6 / 10 run	
Body Defense: 12	
Mental Defense: 7	
Awareness Spot/Notice TNs: 10/15	
Break TN: 10 / Volucris	

Volucris Hopper (Alpha Beast) (Exo Scale)	
Threat Rating:	Lead: 3.5
	Iron: 2.5
	Steel: 1.5
Height: 1.5 – 1.8 meters	
Weight: 220kg-300kg	
Brawn: 6	
Dexterity: 5	
Agility: 6	
Stamina: 6	
Sharpness: 1	
Willpower: 5	
Base Movement Speed: 1sq (2 meters) / Run: 6sq (12 meters)	
Jumper: Ignores all obstacles less than 6 meters high/wide and all difficult terrain.	
Standard Weaponry:	
Maw & Claw Attack: 2d10+11 / 2d8+8 dmg	
Durability: 6	
Damage Reduction: 6	
Dodge Defense: 8 / 12 run	
Body Defense: 14	
Mental Defense: 9	
Awareness Spot/Notice TNs: 12/17	
Break TN: 12 / Volucris	

Hunched over and with huge wings similar to those of an Earth locust or of a mythological gargoyle, the Hopper is too heavy to actually fly. Instead, it uses its wings to jump at its prey in long hops.

Tactics: *In combat, the a Hopper focuses upon any prey which are separated, using its razor sharp talons to rip them to shreds. If that is not possible, they seem to focus upon foes carrying ranged weaponry.*





Volucris Basher (Beast) (Mecha Scale)	
Threat Rating:	Lead: 4
	Iron: 2.5
	Steel: 1.5
Height: 2.1 – 2.3 meters	
Weight: 2,200kg-3,400kg	
Brawn: 5	
Dexterity: 2	
Agility: 2	
Stamina: 7	
Sharpness: 1	
Willpower: 4	
Base Movement Speed: 0sqs (0 meters) / Run: 5sqs (10 meters)	
Standard Weaponry:	
Maw & Claw Attack: 2d10+7 / 3d6+5 dmg	
Durability: 7	
Damage Reduction: 6	
Dodge Defense: 2 / 6 run	
Body Defense: 17	
Mental Defense: 8	
Awareness Spot/Notice TNs: 10/15	
Break TN: 8 / Volucris	

Volucris Basher (Alpha Beast) (Mecha Scale)	
Threat Rating:	Lead: 6
	Iron: 4
	Steel: 2.5
Height: 2.1 – 2.3 meters	
Weight: 2,200kg-3,400kg	
Brawn: 7	
Dexterity: 4	
Agility: 2	
Stamina: 9	
Sharpness: 1	
Willpower: 6	
Base Movement Speed: 0sqs (0 meters) / Run: 5sqs (10 meters)	
Standard Weaponry:	
Maw & Claw Attack: 2d10+11 / 3d6+9 dmg	
Durability: 9	
Damage Reduction: 8	
Dodge Defense: 2 / 6 run	
Body Defense: 19	
Mental Defense: 10	
Awareness Spot/Notice TNs: 12/17	
Break TN: 10 / Volucris	

A huge six-legged mass of muscle and bone, bashers are huge battering rams of chitin and tusks which the Volucris use to smash holes in enemy lines and barricades so that their swarms of lesser monstrosities can follow in their wake.

Tactics: *Bashers tend to focus upon the largest foe, though they'll attack any foe which they can reach.*

Volucris Eggheads

Relatively frail and awkward in appearance relative to other volucris, don't underestimate eggheads, or you likely won't live to regret it. Eggheads have large heads which only get larger as they age and gain more power. It is believed that at least one Egghead leads every pack of volucris, so watch out for them.

Eggheads seem to have at least human level intelligence, and when they are about, all other volucris seem to follow their commands. Rather than relying upon their muscle and formidable ferociousness, when an Egghead is about all volucris act intelligently, avoiding grenades and obvious traps and using intelligent tactics, even temporarily withdrawing when the situation calls for it.

Tactics: Eggheads are clever and vicious, and they will use both their own abilities and the lives of the other volucris to great effect. All other volucris will fight far more intelligently when there is an egghead about who can see the combat.

GM Tip: The threat ratings for eggheads are under the assumption that they are deployed with a large group of other volucris, both to protect them and to take full advantage of Linked Tactics. If encountered on their own or with only a few other volucris, lower their threat rating appropriately.

<u>Volucris Egghead Base Ability Scores</u>
Brawn: -1 (Tertiary)
Dexterity: +0 (Tertiary)
Agility: +1 (Tertiary)
Stamina: +0 (Tertiary)
Sharpness: +0 (Primary)
Willpower: +0 (Primary)
Grit: Willpower only
Hive Mind: Any volucris within 1 kilometer of an egghead will never have their morale break.
Linked Tactics: So long as an Egghead is within 25 sq (50m) then all other Volucris gain +2 on all rolls. Never applies to other eggheads.
Feedback: When an Egghead dies, all volucris which are in the same combat and benefitting from Hive Mind take a critical hit for 1d20 Psyche damage.

<u>Baby Egghead</u>
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)
Height: 0.9 – 1.1 meters
Weight: 25kg-38kg

Volucris Mind Blast
Requirements: Volucris Egghead/ one free hand
Cost: 1 Psyche 
Used: Action - Ranged Phase
Targets: One
Range: -5 per 5

Attack: 2d8+Sharpness+Willpower vs MD
Damage: 3d6+Willpower Psyche damage

Volucris Shielding Blast
Requirements: Volucris Egghead/ one free hand
Cost: 1 Psyche  per attack rolled against
Used: Action – Run Phase
Targets: Self
Range: n/a
Attack: 2d8+Sharpness+Willpower vs Attack Roll
Damage: n/a
Special: Shielding Blast used as an Action for the turn to roll opposed rolls against all attacks directed against them for the turn

Juvenile Egghead
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)
Height: 1.2 – 1.4 meters
Weight: 35kg-50kg
-1 Agility

Volucris Psionic Blast
Requirements: Volucris Egghead – Juvenile or older / one free hand
Cost: 2 Psyche 
Used: Action - Ranged Phase
Targets: 2x2 area
Range: -7 per 5
Attack: 3d6+Sharpness+Willpower vs BD
Damage: 3d8+Willpower damage

Adult Egghead
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)
Height: 1.4 – 1.6 meters
Weight: 45kg-60kg
-2 Agility (total)
Twin Hemispheres: An Adult Egghead may use up to two psychic powers each turn.

Ancient Egghead
Base Movement Speed: 1sq (2 meters) / Run: 1sq (2 meters)
Height: 1.3 – 1.5 meters
Weight: 40kg-50kg
-1 Brawn
-3 Agility (total)
Twin Hemispheres: An Adult Egghead may use up to two psychic powers each turn.

Volucris Shockwave
Requirements: Volucris Egghead – Ancient / two free hands
Cost: 3 Psyche 
Used: Action - Ranged Phase
Range: All within 5 squares of Egghead
Attack: 2d12+Sharpness+Willpower vs BD+MD
Damage: 3d8+Willpower damage – counts as an explosion for cover and half damage etc.
Special: Fellow volucris take half the normal damage. This can be reduced to 1/4 if they are missed but cannot leave the AOE.

Level		Vitality	Grit	Psyche	Talents	Mettle
1	(Baby)	+8	-	+2	-	+1
2		+9	-	+4	-	+1
3		+10	-	+6	-	+1
4	(Juvenile)	+12	-	+8	-	+2
5		+13	-	+10	-	+2
6		+14	-	+12	-	+2
7	(Adult)	+16	-	+14	-	+3
8		+17	-	+16	-	+3
9		+18	-	+18	-	+3
10	(Ancient)	+21	-	+20	-	+4
11		+22	-	+22	-	+4
12		+23	-	+24	-	+4

Volucris Baby Egghead (Level 1) (Human Scale)	
Threat Rating:	Lead: 4
	Iron: 2.5
	Steel: 1.5
Brawn: 2	
Dexterity: 3	
Agility: 4	
Stamina: 3	
Sharpness: 5	
Willpower: 5	

Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)
Maw & Claw Attack: 2d6+7 / 1d4+3 dmg
Vitality: 14 / Life: 5 / Psyche: 12 / Grit 5
Damage Reduction: 1
Dodge Defense: 9 / 14 run
Body Defense: 7
Mental Defense: 10

Volucris Mind Blast
Requirements: Volucris Egghead/ one free hand
Cost: 1 Psyche 
Used: Action - Ranged Phase
Targets: One
Range: -5 per 5
Attack: 2d8+10 vs MD
Damage: 3d6+6 Psyche damage

Volucris Shielding Blast
Requirements: Volucris Egghead/ one free hand
Cost: 1 Psyche  per attack rolled against
Used: Action – Run Phase
Targets: Self
Range: n/a
Attack: 2d8+10 vs Attack Roll
Damage: n/a
Special: Shielding Blast is used as an Action for the turn to roll opposed rolls against all attacks directed against them for the turn

Volucris Juvenile Egghead (Level 4) (Human Scale)
Threat Rating: Lead: 8
Iron: 5
Steel: 3
Brawn: 2
Dexterity: 3
Agility: 3
Stamina: 4
Sharpness: 6
Willpower: 6
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)
Maw & Claw Attack: 2d6+6 / 1d4+2 dmg
Vitality: 20 / Life: 6 / Psyche: 20 / Grit 10
Damage Reduction: 2
Dodge Defense: 8 / 13 run
Body Defense: 7
Mental Defense: 11

Volucris Mind Blast
Requirements: Volucris Egghead/ one free hand
Cost: 1 Psyche 🌀
Used: Action - Ranged Phase
Targets: One
Range: -5 per 5
Attack: 2d8+12 vs MD
Damage: 3d6+8 Psyche damage

Volucris Shielding Blast
Requirements: Volucris Egghead/ one free hand
Cost: 1 Psyche 🌀 per attack rolled against
Used: Action – Run Phase
Targets: Self
Range: n/a
Attack: 2d8+12 vs Attack Roll
Damage: n/a
Special: Shielding Blast used as an Action for the turn to roll opposed rolls against all attacks directed against them for the turn

Volucris Psionic Blast
Requirements: Volucris Egghead – Juvenile or older / one free hand
Cost: 2 Psyche 🌀
Used: Action - Ranged Phase
Targets: 2x2 area
Range: -7 per 5
Attack: 3d6+12 vs BD
Damage: 3d8+8

Volucris Adult Egghead (Level 7) (Human Scale)	
Threat Rating:	Lead: 10
	Iron: 6
	Steel: 4
Height:	0.7 – 0.9 meters
Weight:	50kg-65kg
Brawn:	3
Dexterity:	2
Agility:	2
Stamina:	5
Sharpness:	7
Willpower:	7
Base Movement Speed:	1sq (2 meters) / Run: 1sq (2 meters)
Maw & Claw Attack:	2d6+5 (Brw & Dex) / 1d2+3 (Brw) dmg



Twin Hemispheres:	An Adult Egghead may use up to two psychic powers each turn.
 Vitality: 26 / Life: 8 / Psyche: 28	
Damage Reduction: 3	
Dodge Defense: 7 / 12 run	
Body Defense: 8	
Mental Defense: 12	

Volucris Mind Blast
Requirements: Volucris Egghead/ one free hand
Cost: 1 Psyche 
Used: Action - Ranged Phase
Targets: One
Range: -5 per 5
Attack: 2d8+14 vs MD
Damage: 3d6+10 Psyche damage

Volucris Shielding Blast
Requirements: Volucris Egghead/ one free hand
Cost: 1 Psyche  per attack rolled against
Used: Action – Run Phase
Targets: Self
Range: n/a
Attack: 2d8+14 vs Attack Roll
Damage: n/a
Special: Shielding Blast used as an Action for the turn to roll opposed rolls against all attacks directed against them for the turn

Volucris Psionic Blast
Requirements: Volucris Egghead – Juvenile or older / one free hand
Cost: 2 Psyche 
Used: Action - Ranged Phase
Targets: 2x2 area
Range: -7 per 5
Attack: 3d6+14 vs BD
Damage: 3d8+10

Chapter 2: Starships

Starships are one of the main threats that the PCs are likely to run into out in the starlanes. After all, someone with a pistol isn't much of a threat when you're flying through the warp. Not unless they have a ship of their own and use it to board yours. This chapter includes a wide variety of starships which the PCs may deal with or even crew. Many of the starships can be found throughout the starlanes, but others are used almost entirely by a single species and will be separated out into their own section. Perhaps most notably are the starships of the volucris, which are biological ships which are themselves volucris and therefore it is impossible to find other species crewing them.

Finally, there are optional rules for starship customization. These rules are not needed to enjoy Space Dogs RPG, but they are available primarily in case your table wants to build out a custom starship of their own, though of course a GM may also use them to make the starships the PCs run into more unique rather than using the stock ships in this chapter.

General Starships

While Space Dogs can potentially use any sort of starship to travel the starlanes and take up jobs, listed here are some of the most common choices for Space Dog crews, especially those just starting out with limited funds. Many Space Dogs will eventually upgrade, either by customizing their starting vessel, taking out a loan for a starship based upon their record as mercenaries, or sometimes by claiming a pirate ship as a prize.

The core features of the ships here which make them consistently appealing to Space Dog crews is that they are approximately the right for a crew of up to half a dozen Space Dogs, which is a common crew size, they have a decent speed, and they're cheap enough to afford without a major backer.

The ships listed in this section are those which can be found fielded by nearly any species throughout the starlanes. They are not new ships; instead they are models which have been around for decades at the minimum, and more likely centuries. They are tried and true ships, and since no species considers their technology

ago, but has not been built new in nearly as long and is on the cusp of being scrapped itself.

The Mavel junker is a favorite of Space Dogs due to still having the ability to board other ships with some minor tweaks; though

originally to scavenge hulks rather than board guns blazing. Nonetheless, The Armada does not recommend using junkers as combat ships due to their poor performance and extremely limited firepower.

Specific stats can vary somewhat with what model the ship started at; this is one example

their property, few will be offended if a crew of Space Dogs chooses to sail in one.

Junker

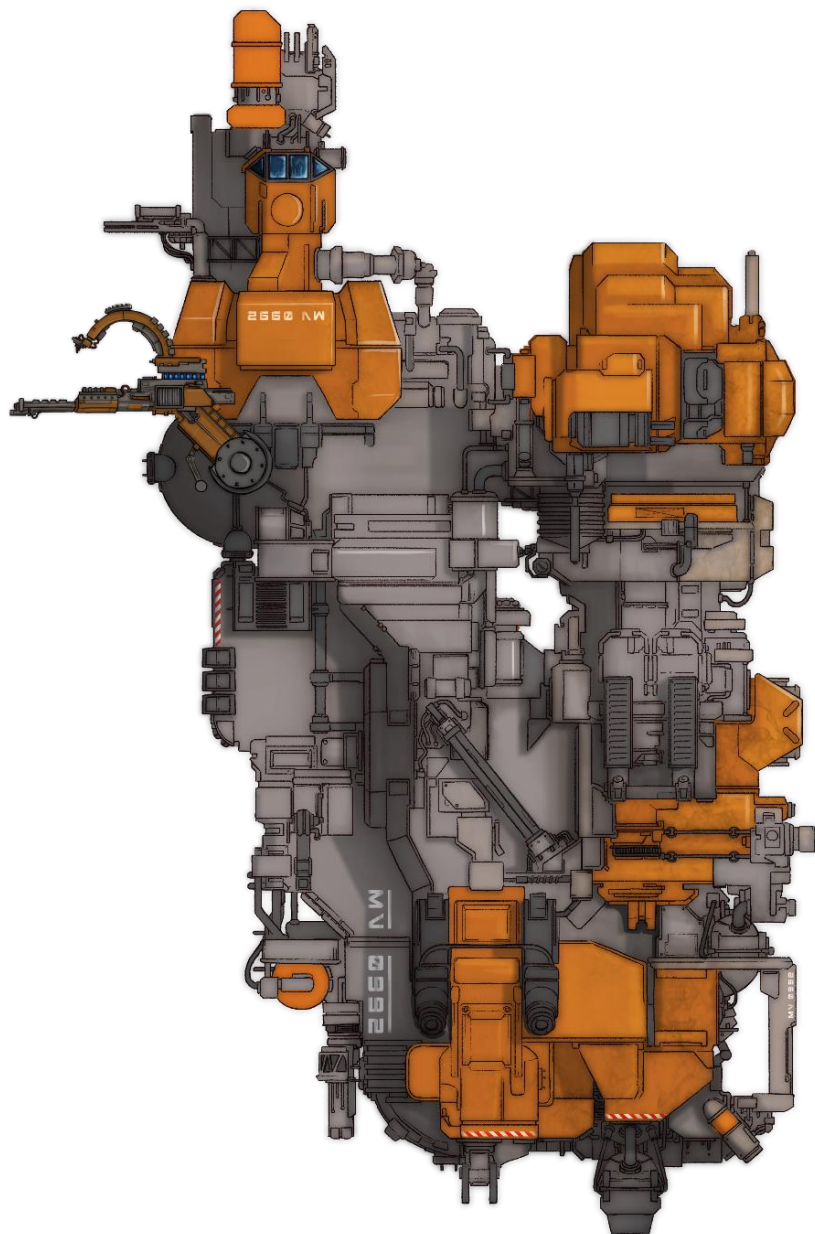
A junker isn't any specific model of starship. Instead, it's a category of ship which may have started out as nearly anything, but decades or even centuries of wear and jury-rigged repairs have changed it from any recognizable ship model into a junker. Also known as a clunker, rattletrap, POS, or any number of color terms.

Nonetheless, many Space Dogs end up in a junker early in their careers due to them being cheap to purchase, albeit quite expensive to maintain due to needing near constant maintenance. Some are eventually customized heavily enough over time to become a respectable vessel, though with how old the base structure is, their high maintenance costs never really come down. Junkers can vary greatly, but here is an example of a common junker, based on the frame of a Mavel; a salvage ship which was very common a century

Junker	
Range:	4 jumps
Crew:	Pilot/Gunnerx1
Hull:	12 (E)
Armor:	2
Maneuverability:	+2
Speed:	3 (space)
Engines:	Gravity engine / Warp Drive
Defense:	1+Pilot Skill
Features:	Boarding - 1 dice
Weapons:	Defensive Weapon- Gunner A: Light Railgun – 2d8+Dex-1/2d10-1 (H)
Cargo Tonnage:	200

Junker Layout:

- A – Cockpit
- B – Cargo Bay
- C – Bathroom
- D – Captain’s Room
- E – Crew Quarters
- F - Storage
- G – Gunner’s Chair
- H – Engineering
- I – Boarding Bay
- J – Dining Hall
- K – Kitchen
- L – Workshop



Junker layouts can vary greatly based both on what model of ship they started out as and what sort of repairs and customizations they received over their long service life.

Junker Customization

Thrusters: +0 (+1 Thrusters -1 for Rust Bucket)

Generator Power A: 4 (5-1 for Rust Bucket)

Energy Spent: 3

Weapon Battery Size A: 5

Cost – New: n/a

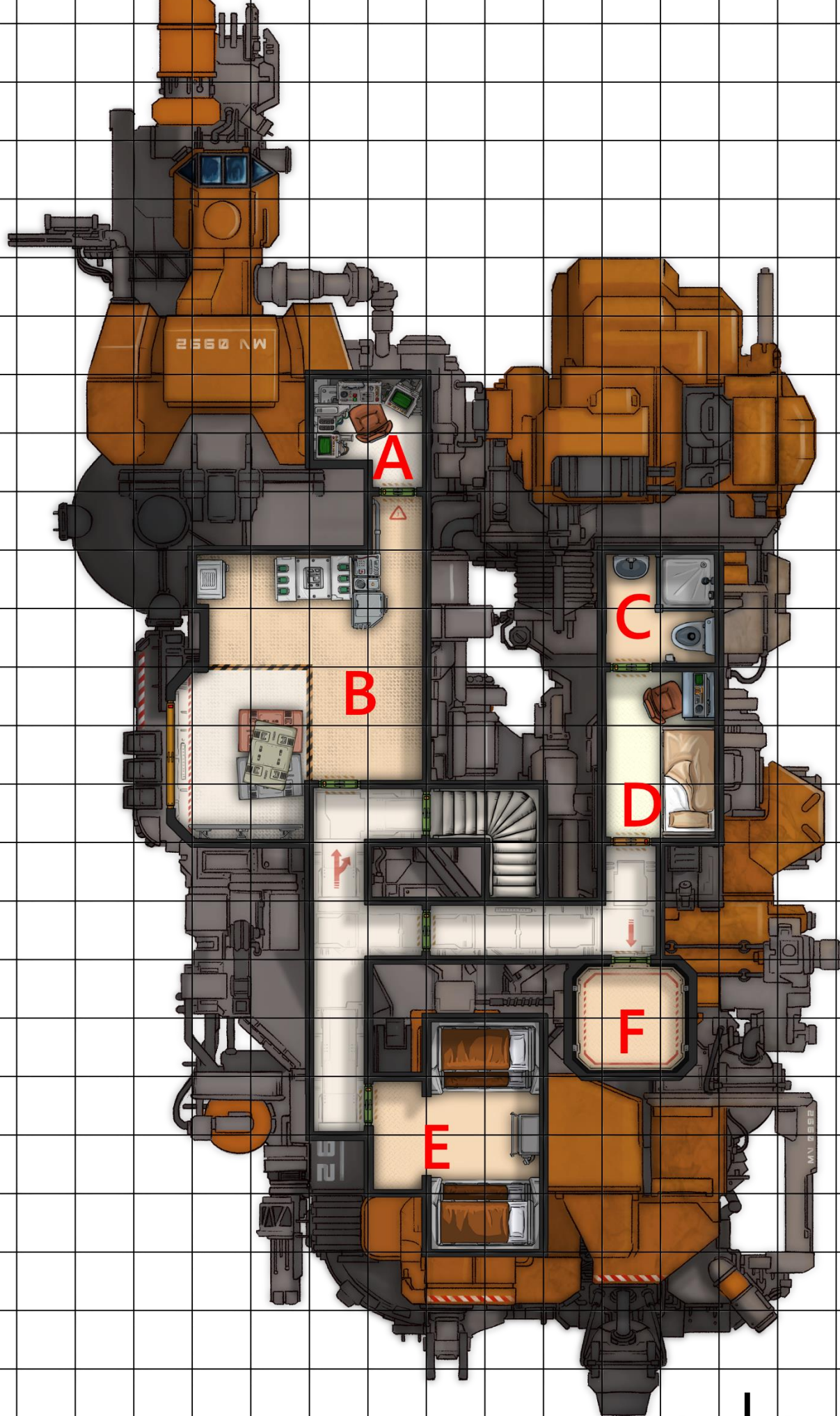
Used: n/a

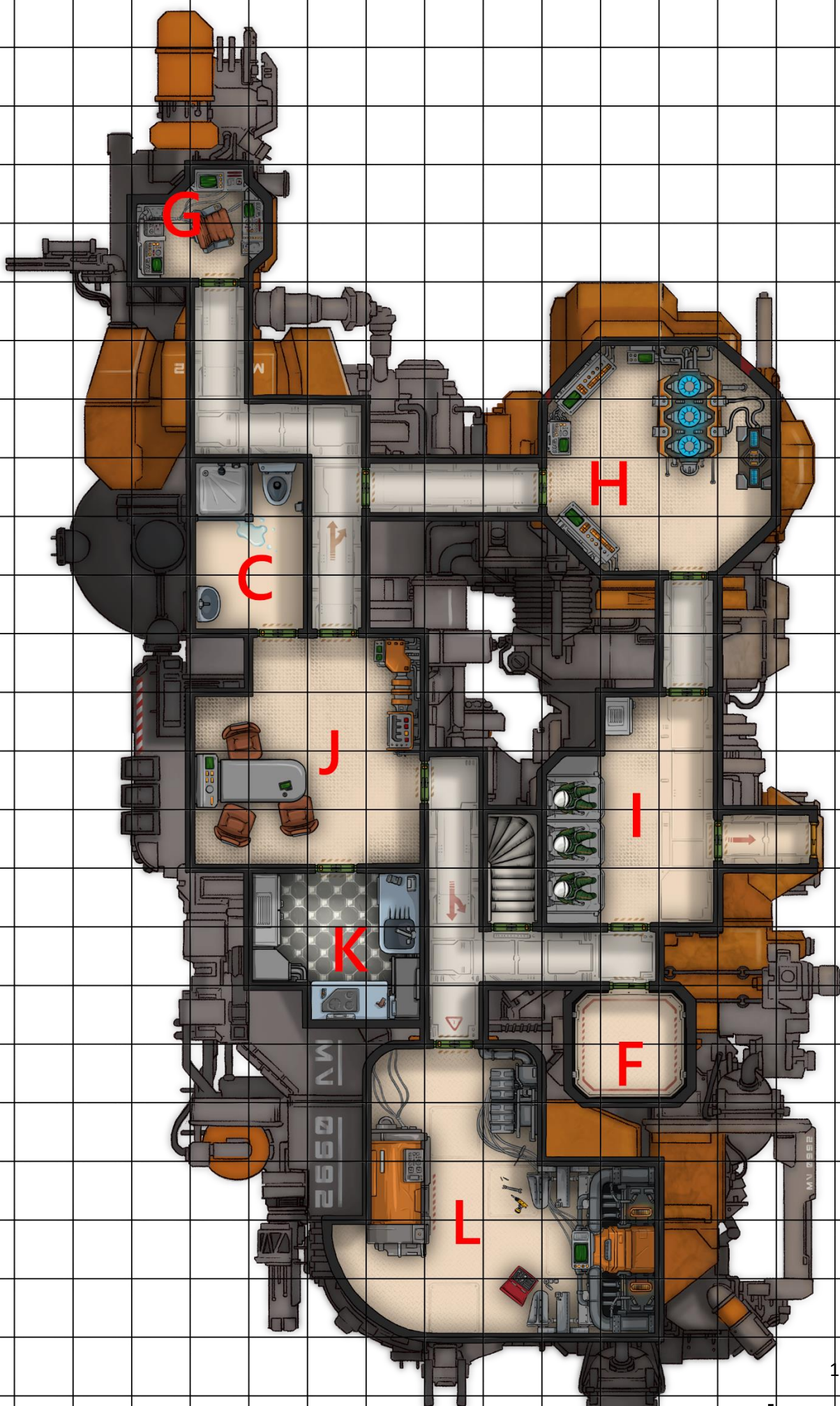
Rust Bucket: \$120k

Maintenance: \$45k

Junker Adventure Hooks

- A junker is transmitting a distress beacon, but when the PCs come to help it turns out to be pirates after the PCs’ inherently better ship.
- A young crew lost their ship and cargo and, as they have no funds to speak of, are willing to give the PCs half of the cargo to retrieve it.
- A junker is stuck in a space station’s dock, and the station has seized the ship to pay for unpaid docking fees. If you pay the fees, you can sail it off right now.





Razorbill

The Razorbill has existed since before humanity ventured into the starlanes, but it is a favorite for Space Dogs who specialize in bounty hunting, as it comes with a purpose built brig as opposed to needing to convert storage areas for the purpose. On the other hand, it doesn't come cheap and is the most expensive ship that a small Space Dogs crew is likely to consider and requires a large crew to use all of its turrets effectively.

Besides Space Dogs, any sort of bounty hunter with sufficient funding can be found on a Razorbill, perhaps most famously the clan hunters of the alanny who track down those who wrong their clan, though they have been less active the last few decades, instead often contracting out to Space Dogs.

Some krakiz hunters have also taken to the Razorbill, converting the brig into cages for the dangerous and exotic animals which they hunt and attempt to train.

A razorbill will usually only be crewed by some sort of elite force, whether space dogs, an especially successful krakiz pride, or even some sort of private unit of elite enforcers funded by an outer system racketeer. Even a stock razorbill costs more than many small capital ships.



GM Tip: The Razorbill is an extremely powerful ship for a crew of Space Dogs and if the PCs want one, saving up the funds required should be a major endeavor.

Razorbill	
Range:	7 jumps
Crew:	Pilot/Co-pilot/Gunnerx4
Hull:	18 (E)
Armor:	4
Maneuverability:	+6
Speed:	3 (space)
Engines:	Gravity engine / Warp Drive
Defense:	1+Pilot Skill
Features:	Boarding
Weapons:	Dogfighting Weapon – Railgun - 2d8+Dex/2d10 (E)*
Defensive Weapon-	Gunner A: Twin-Linked Light Railgun – 2d8+1+Dex/2d10+1 (H)
Defensive Weapon-	Gunner B: Twin-Linked Light Railgun – 2d8+1+Dex/2d10+1 (H)
Defensive Weapon-	Gunner C: Twin-Linked Light Railgun – 2d8+1+Dex/2d10+1 (H)
Defensive Weapon-	Gunner D: Twin-Linked Light Railgun – 2d8+1+Dex/2d10+1 (H)
Cargo Tonnage:	200

Razorbill Layout:

A – Cockpit

B – Crew Quarters

C – Turrets

D – Rec Room

E – Kitchen

F – Boarding Bay

G – To Brig Level

H – Armory/Security Station*

I – Bathroom

J – Engineering

K – Workshop

L – Guard Station

M – Cargo Bay

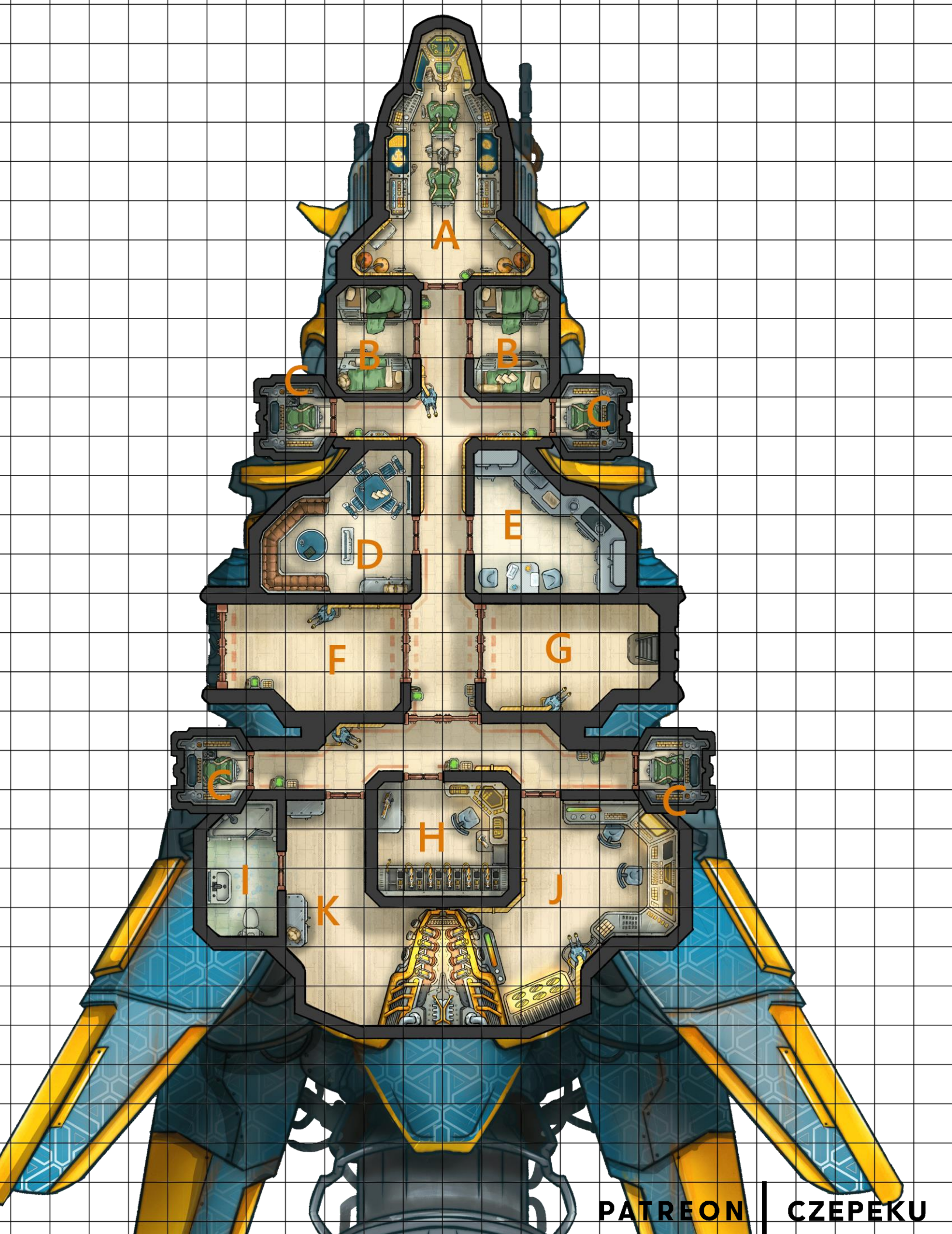
N – Brig Cells

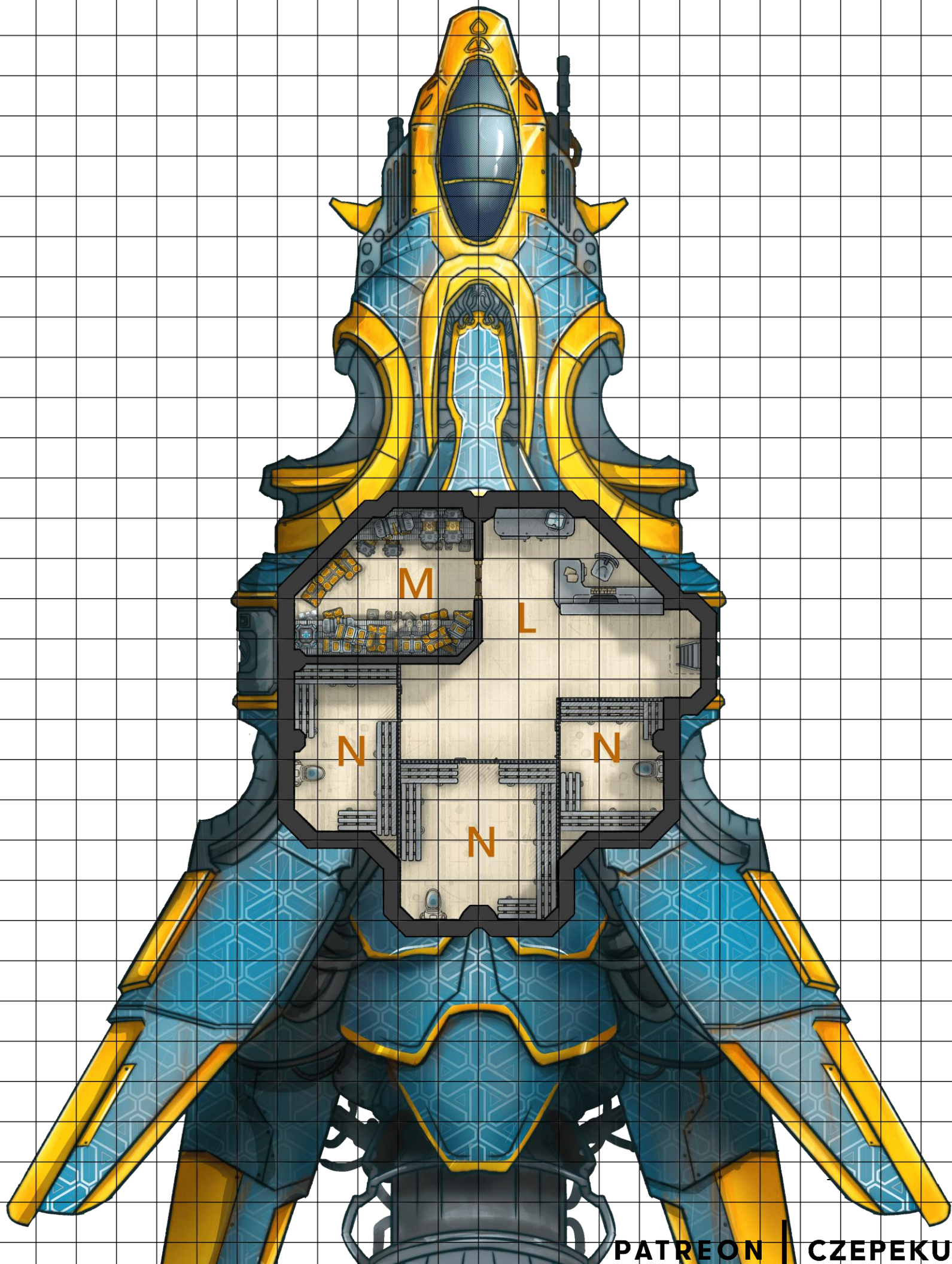
*linked to Basic Light Machine Auto-Turrets
which are scattered across the ship.

Razorbill Customization		
Thrusters:	+2	
Generator Power A:	7	
Generator Power B:	6	
Energy Spent:	13	
Dogfighting Weapon Size:	12	
Weapon Battery Size A:	6	
Weapon Battery Size B:	6	
Weapon Battery Size C:	6	
Weapon Battery Size D:	6	
Cost:	New:	\$8.5m
	Used:	\$8.1m
	Rust Bucket:	\$2.0m
	Maintenance:	\$175k

Razorbill Adventure Hooks

- The PCs have gotten on the wrong side of a crime lord or pirate chief, and they've sent out an elite hit squad against the PCs.
- The Razorbill's crew was turned into a band of rabbit immortal, tripling the crew's size as they raid any small ship they can get a hold of.
- A client has contacted the PCs to retrieve a Razorbill which they had lent out to a pride of krakiz to do a job, but after the job was done the krakiz decided to keep the ship claiming it their right as payment, but the Razorbill is far more valuable than the payment would have been.



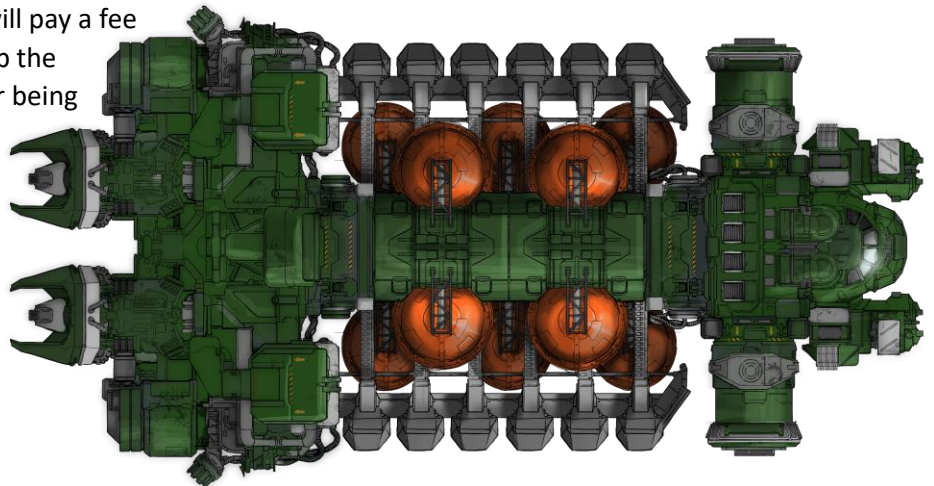
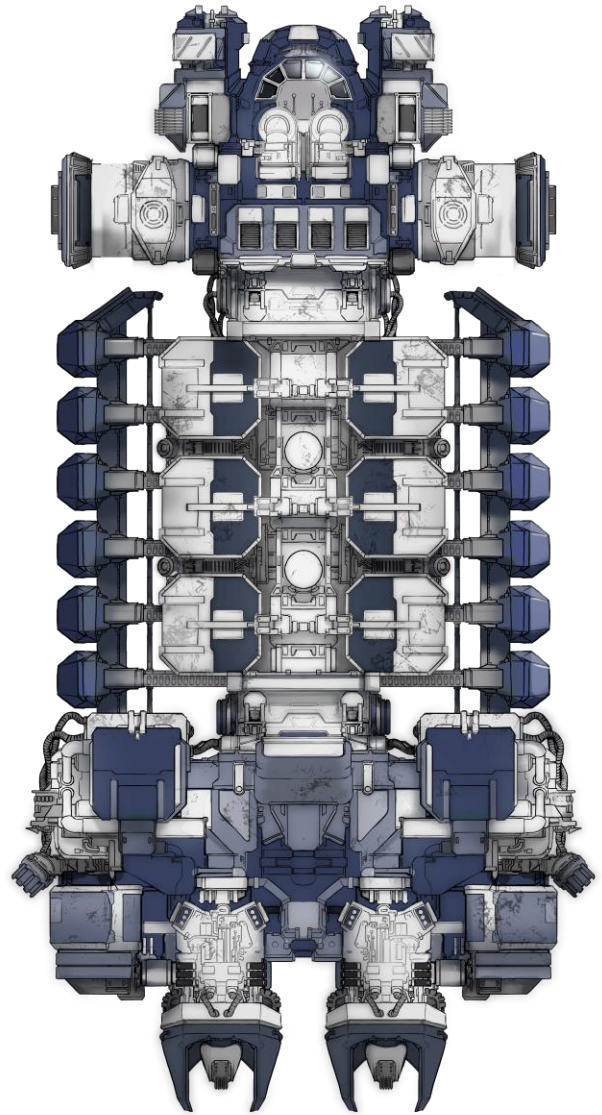


Odobenus – Prisoner Transport

Primarily built as a prison transport ship with eighteen cryo-pods, the Odobenus is a robust enough design that the core ship has been used for other purposes, perhaps most notably to transport various dangerous and unstable substances, with the armored transport pods taking the place of prison cells.

The most common usage of the Odobenus is still the transport of prisoners. Alanny clans will use them when transporting groups of criminals to stand trial, though their most iconic use is by the builders' Starlane Courts to send convicted criminals off to various builder penal colonies. While not the largest prison transport used, the Odobenus is an efficient workhorse which can make many jumps in succession without the need for maintenance or refueling.

Some enterprising ship captains have even taken up contracting with various sorts of bounty hunters to take their captured bounties from where they were taken to where the bounty actually is, as contracting with the Odobenus captain can be cheaper than spending weeks or months making the delivery of the bounty, along with the associated ship costs. Contracts can go either way, with the Odobenus captain paying the bounty hunters a fraction of the bounty with plans to collect the full amount, or the bounty hunter will pay a fee to the Odobenus captain and pick up the full bounty at a later time. The latter being more likely with the largest of bounties.



Odobenus – Prisoner Transport	
Range:	10 jumps
Crew:	Pilot/Co-Pilot/Gunnerx2
Hull:	15 (M)
Armor:	4
Maneuverability:	+6
Speed:	3 (space)
Engines:	Gravity engine / Warp Drive
Defense:	0+Pilot Skill
Features:	Gravity Shielding 2
Weapons:	
	Defensive Weapon- Gunner A: Coilgun – 2d10+Dex/3d6 (E)
	Defensive Weapon- Gunner B: Coilgun – 2d10+Dex/3d6 (E)
	Gravity Bombardment Cannon x2
Cargo Tonnage:	200 + 18 cryo pods OR 200 + 1200 highly volatile tonnage

Odobenus Layout:

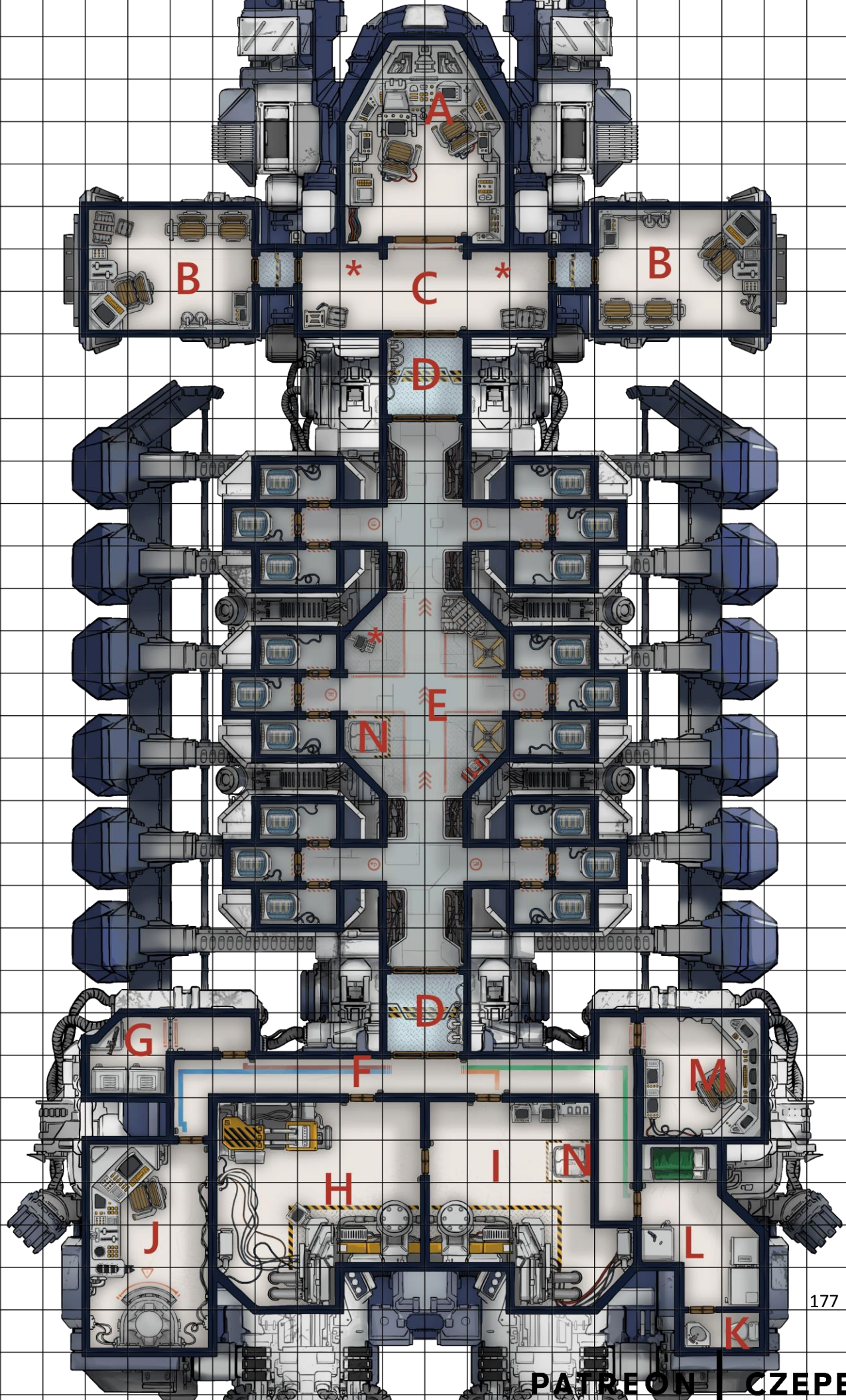
A – Cockpit
B – Escape Pods
C – Cargo Bay
D – Docking Bay
E – Cryo Onboarding & Storage – 18 Cryo Pods attached
F – Security Hall
G – Armory
H – Main Engineering Bay
I – Secondary Engineering Bay
J – Cryo Lab
K – Bathroom
L – Dorm/Kitchenette
M – Security Station*
N – Ladder to Under-tube
O – Under-tube – 2m ceiling

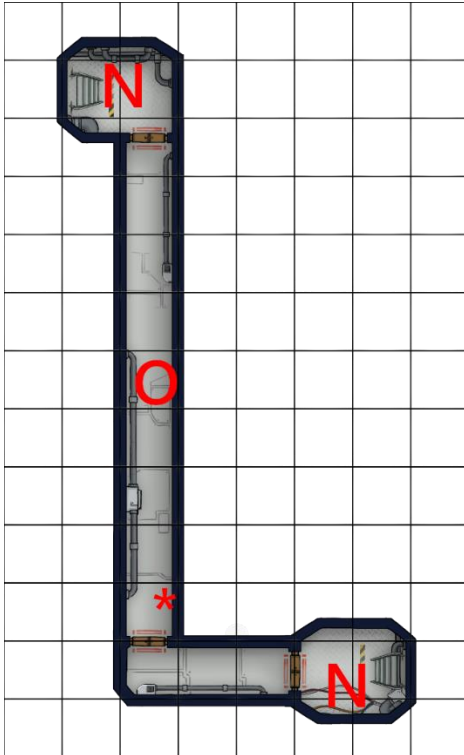
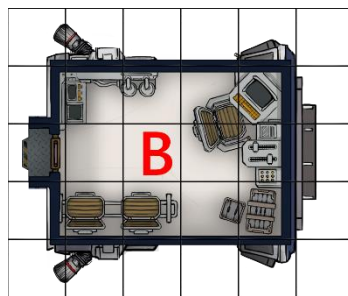
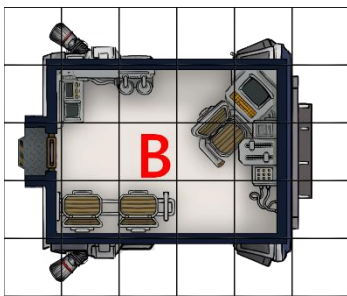
* linked to Hidden Light Machine Auto-Turrets which are scattered across the ship. Marked by “*”.

Odobenus Customization		
Thrusters: +2		
Generator Power A: 7		
Generator Power B: 6		
Generator Power C: 6		
Energy Spent: 13		
Defensive Weapon Battery Size A: 15		
Defensive Weapon Battery Size B: 15		
Cost:	New:	\$10m
	Used:	\$9.5m
	Rust Bucket:	\$4.9m
	Maintenance:	\$60k

Odobenus Adventure Hooks

- The PCs are hired as extra muscle on the Odobenus to deal with an expected prison break of a notorious pirate being transported on the ship.
- Instead of being hired to protect against an anticipated actual prison break, the PCs are hired as part of a sting operation where the Odobenus is only pretending to carry the pirate lord and making jumps through systems where they are relatively easy to ambush.
- An Odobenus ship was hit by the volucris, wiping out anyone left onboard. The PCs are hired to go check the wreckage for any surviving cryo pods or escape pods in the surrounding systems.





Odobenus – Escape Pods

Range: n/a

Crew: Pilot/Co-Pilot/Gunnerx2

Hull: 5 (H)

Armor: 2

Maneuverability: +2

Speed: 2

Engines: Gravity Sail / Thrusters

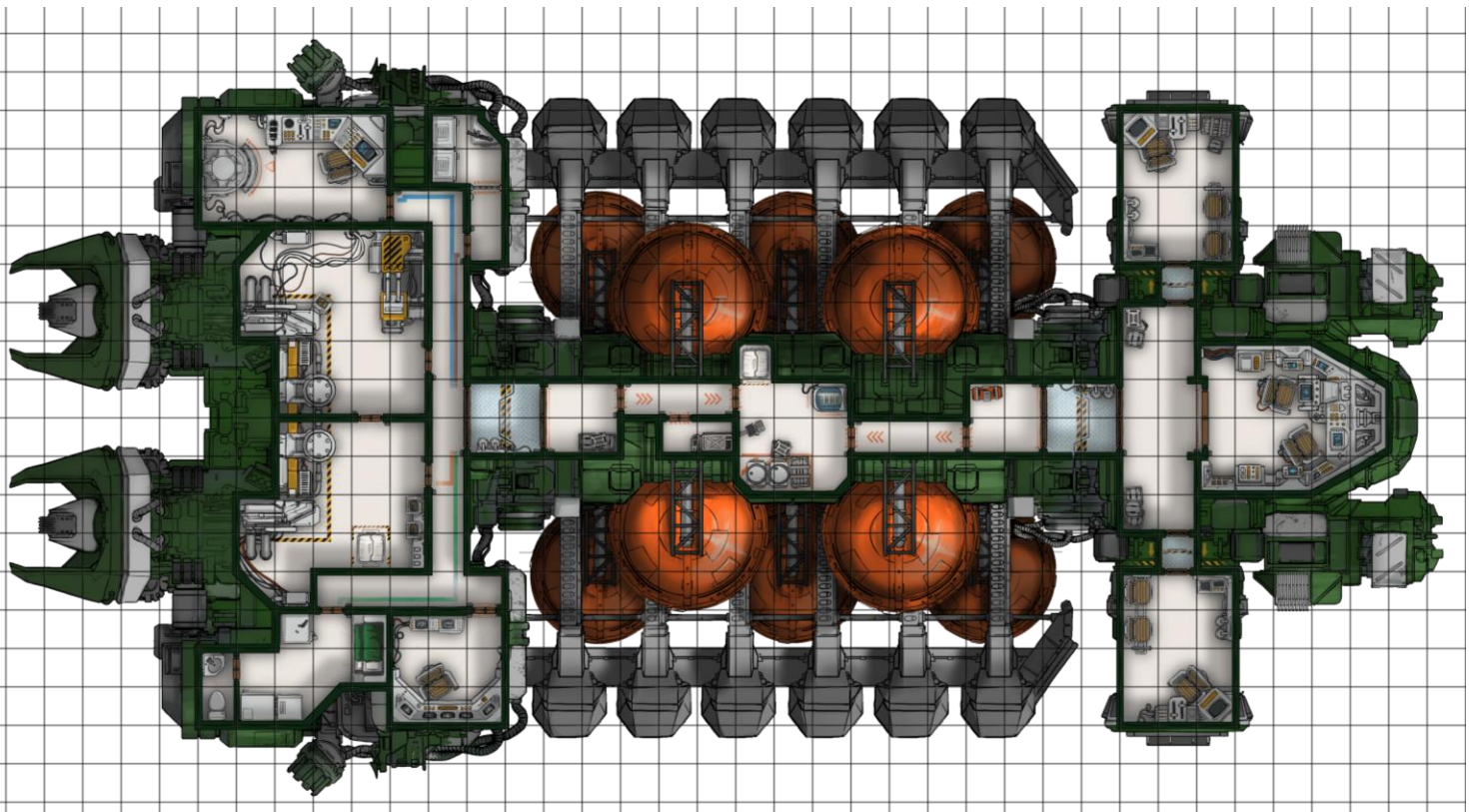
Defense: 3

Features: None

Weapons: None

Cargo Tonnage: 1

The escape pods of the Odobenus can be used in an emergency and launch in the same direction and speed as what the Odobenus is currently moving. The gravity sails can be used to land on a gravity well such as a planet or the pod can land on a willing starship with gravity engines.

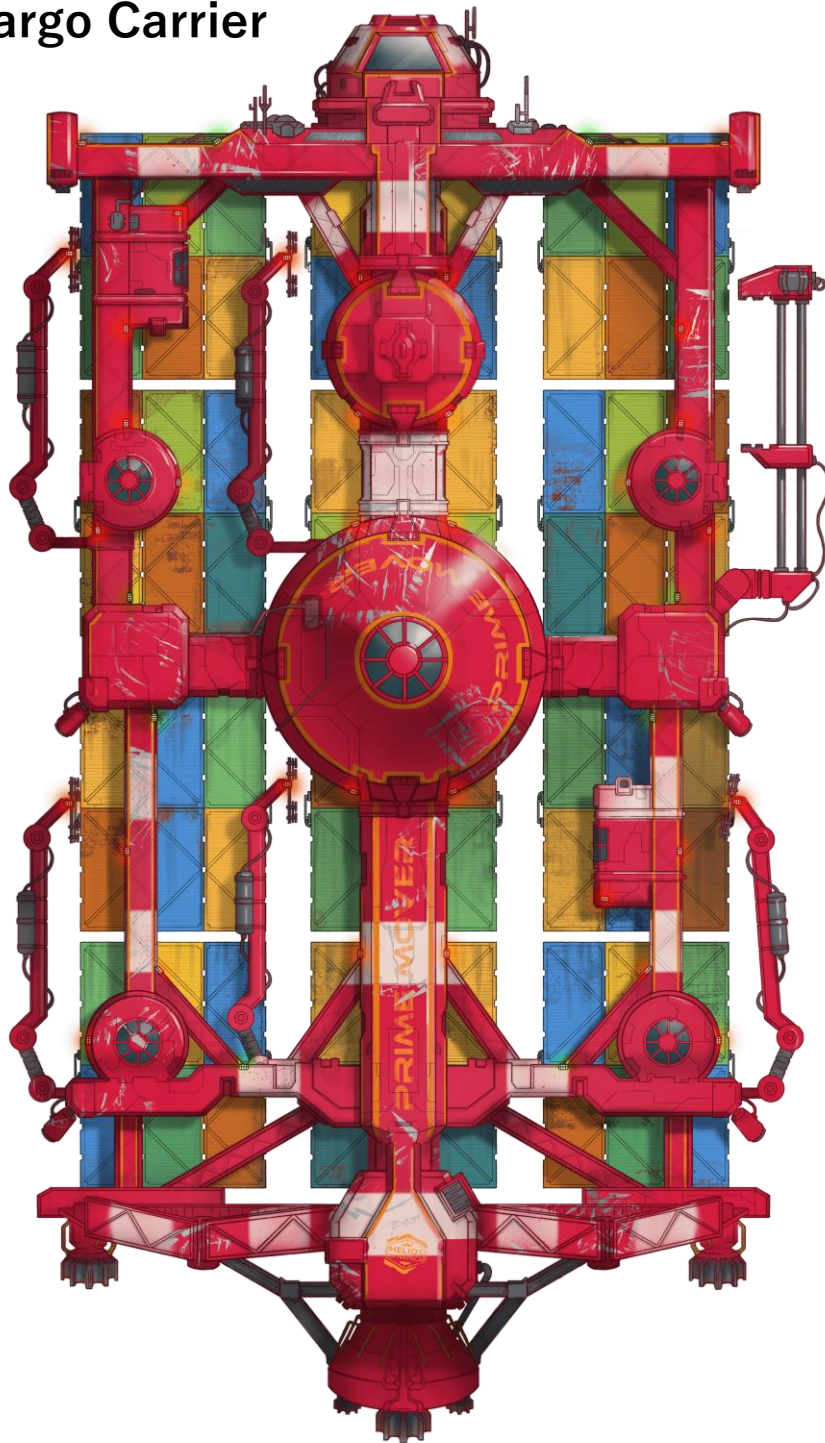


Prime Mover Mark IV – Cargo Carrier

While the starlanes are full of pirates, monsters, adventurers, colonists, and travelers, the core of the starlanes has always been trade. The Primer Mover Mark IV is one of the many forms that this trade can take, designed to haul 72 cargo containers between the stars, each of which can carry more than 50 tons.

While there are certainly larger cargo ships, and those which are more specialized for various hazardous or volatile materials, the Prime Mover Mark IV is the epitome of a private merchant vessel, with tens of thousands of this model alone scattered around the starlanes, and many times that for similar starships, some little more than knock-offs.

The Prime Mover series is almost entire used in the more civilized parts of the starlanes due to its total lack of weaponry and how fragile the ship's structure is to damage from any sort of weaponry. Nonetheless, occasionally a Prime Mover captain will take a riskier route in an attempt to boost their bottom line.



Prime Mover Mark IV – Cargo Container	
Range:	6 jumps
Crew:	Pilot/Co-Pilot
Hull:	5 (M)
Armor:	1
Maneuverability:	+1
Speed:	3 (space)
Engines:	Gravity engine / Warp Drive
Defense:	0+Pilot Skill
Features:	None
Weapons:	None
Cargo Tonnage:	7,000 (6,850 external) + 14 cryo pods

Prime Mover Mark IV Layout:

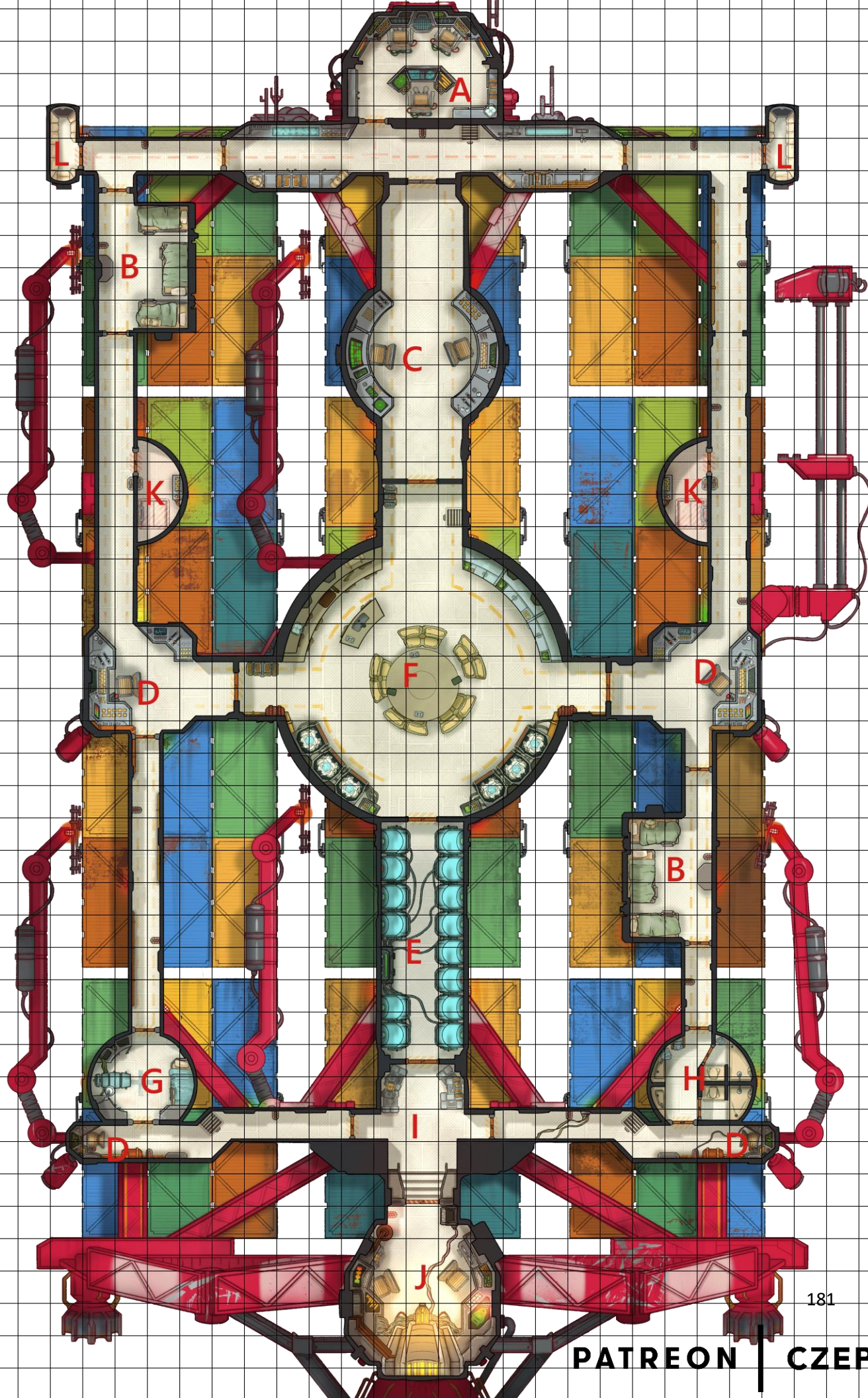
A – Cockpit
B – Dormitory
C – Cargo Monitoring/Control Room
D – Loading Arm Control
E – Cryo Pods
F – Kitchen/Rec Room
G – Medical Bay
H – Bathroom
I – Storage
J – Engineering
K – Cargo Access
L – Privacy Room

Prime Mover Mark IV - Customization	
Thrusters:	+1
Generator Power A:	5
Energy Spent:	2
Cost:	New: \$1.1m
	Used: \$1m
	Rust Bucket: \$400k
	Maintenance: \$30k

- A Prime Mover and its crew went missing. The PCs are hired to find out what happened to it and will get a hefty bonus based upon how much of it and its cargo they can bring back.
- A risk-taking Prime Mover captain hires the PCs and their starship to guard them through several rather risky jumps along their route, in an area known for pirate, volucris, and/or immortui attacks.
- A trader hires the PCs to slow down a rival's Prime Mover. Not to destroy it, but just so that it gets to market late and their own goods can be sold at a premium.

Prime Mover Adventure Hooks

- The PCs are hired to recover a Prime Mover and/or its cargo which was taken by pirates.



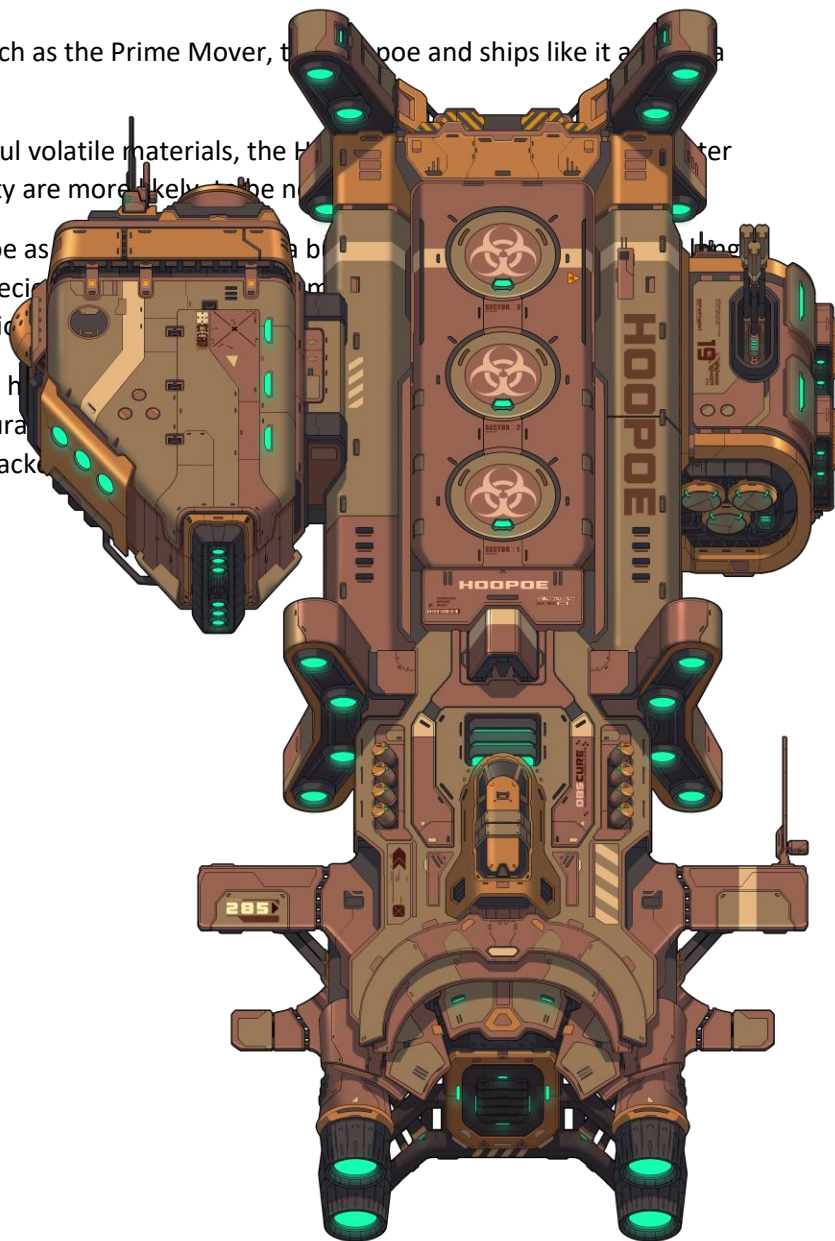
Hoopoe – Titan Class Cargo Ship

Not as ubiquitous as more basic cargo movers such as the Prime Mover, the Hoopoe and ships like it are a common sight throughout the starlanes.

Designed for longer, riskier routes and able to haul volatile materials, the Hoopoe has more advanced life support systems where the extra weapons and durability are more likely to be needed.

Nearly any species can be found using the Hoopoe as a base for their own designs. It is common enough to have a variant built by nearly every species. Many of these variants have been seen crewing their own modified versions of the ship.

While the Hoopoe is only moderately armed, it is hardy and can hold its own in a fight and jumping out of the system. In addition, its durability allows it to serve as a escort for more heavily armed ships as said escorts have the time to deal with the attacks.



Hoopoe – Titan Class Cargo Ship

Range: 11 jumps

Crew: Pilot/Co-Pilot/Gunner

Hull: 22 (M)

Armor: 5

Maneuverability: +3

Speed: 3 (space)

Engines: Gravity engine / Warp Drive

Defense: 0+Pilot Skill

Features: Gravity Shielding 2

Weapons: Defensive Weapon- Gunner:
Twin-Linked Gauss – 2d10+1+Dex/2d12+1ap
(H)

Gravity Bombardment Cannon

Cargo Tonnage: 6,500

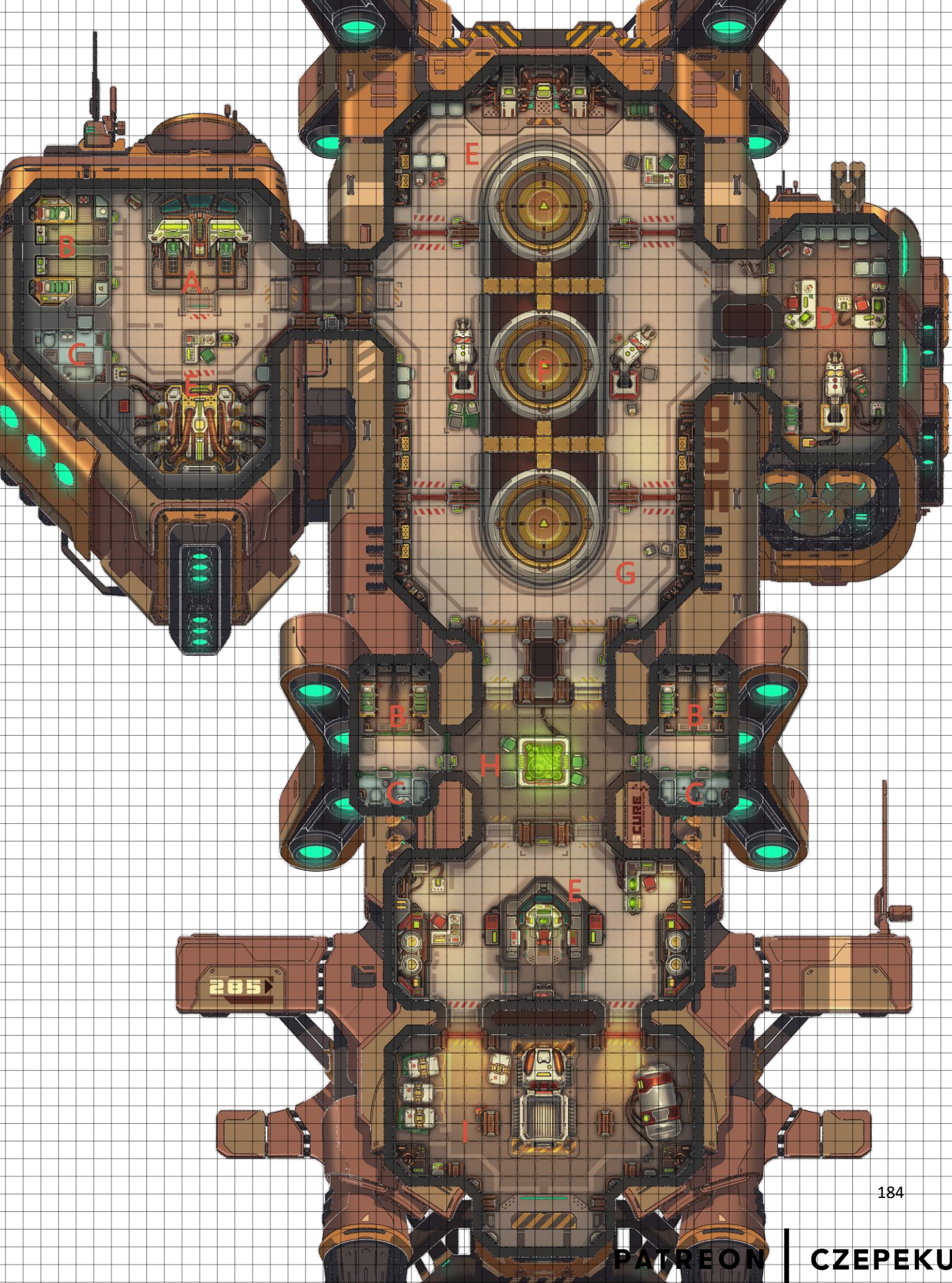
Hoopoe Layout:**A – Cockpit****B – Dormitory****C – Bathroom****D – Medical/Security Bay*****E – Engineering****F – Protected Fuel Bunkers & Catwalk****G – Kitchenette****H – Meeting/Navigation Room****I – Docking Bay & Accessible Cargo Bay**

***linked to Basic Heavy Machine Remote Turrets which are scattered across the ship.**

Hoopoe – Customization		
Thrusters: +4		
Generator Power A: 6		
Generator Power B: 5		
Generator Power C: 5		
Generator Power D: 5		
Energy Spent: 21		
Cost:	New:	\$9m
	Used:	\$8.5m
	Rust Bucket:	\$4.3m
	Maintenance:	\$70k

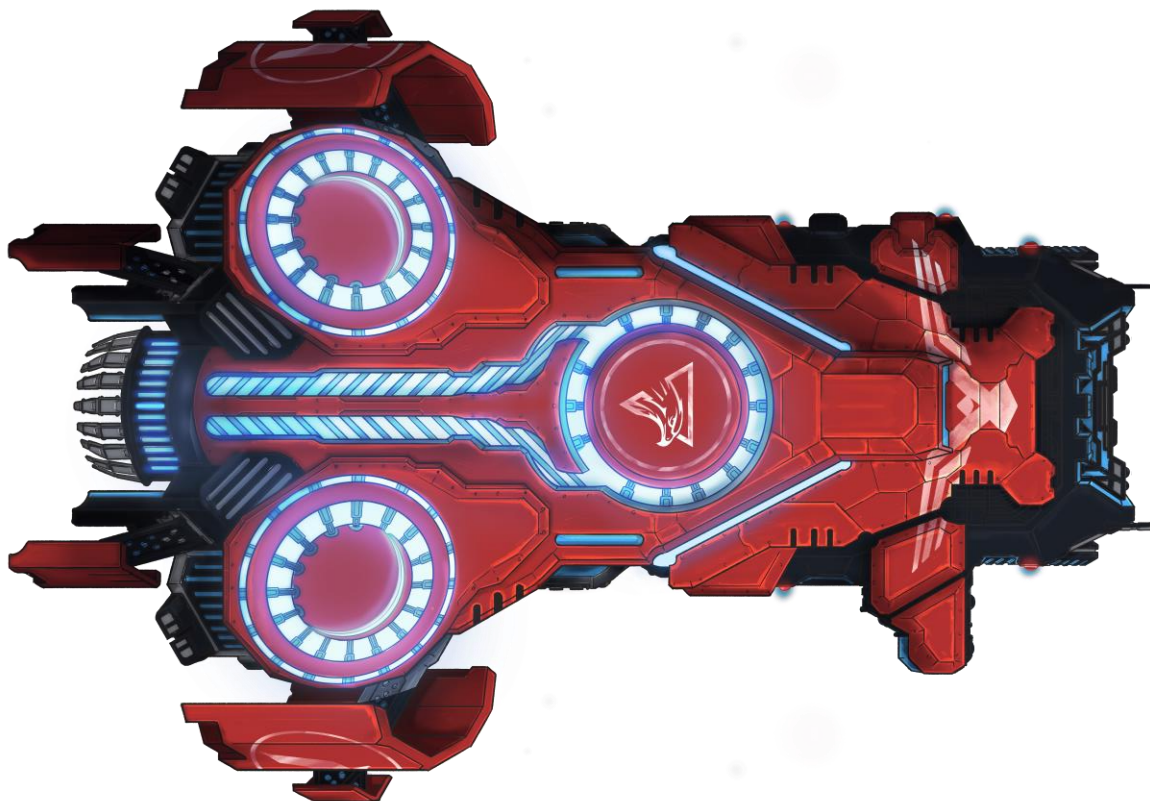
Hoopoe Adventure Hooks

- The PCs are hired on as a marine garrison for an especially dangerous leg of the journey. The ship captain may even have more concrete evidence that an attack will happen.
- As the PCs jump into a layover system, they receive a distress call from a Hoopoe ship which is currently under attack.
- A client's refueling space station was raided by several smaller attack ships and a Hoopoe, the latter of which drained most of the station's valuable and highly concentrated fuel reserves. While the client would certainly like some sort of revenge on the raiders, their main concern is recovering the fuel. From the amount taken, the raiders filled not only the Hoopoe's secure fuel bunkers, but also their outer cargo with fuel, making major damage to the ship risk an explosion.



Crimen

Originally designed for The Armada purely as a ship for breaching large capital ships and heavily armed space stations, the crimen is a favorite of Space Dogs for the same reasons that The Armada favored them. As Space Dogs often deal with larger enemy ships, the Crimen lets them largely ignore the ship size disparity and board the enemy ASAP.



Crimen	
Range:	6 jumps
Crew: Pilot/Gunner	
Hull: 12 (E)	
Armor: 2	
Maneuverability: +9	
Speed: 3 (space)	
Engines: Gravity engine / Warp Drive	
Defense: 5+Pilot Skill	
Features: Boarding*+1 dice	
Weapons: Torpedo Launcher A: x2 Mark 1 Torpedoes – 1d10+Shp/1d12 (M)	
Light Missile Launcher A: TN 30 – 3d8 (H) damage – Max Range 2	
Cargo Tonnage: 350	

*The Crimen's front end is fitted with a gravity engine ram, allowing the Crimen to do a boarding action with a -2 dice Piloting penalty against undamaged ships, dealing 1 man-o-war scale hull damage in the process.

Crimen Layout:

A – Bathroom

B – Dormitory

C – Kitchen/Dining/Rec-Room

D – Communications & Torpedo Station

E – Cockpit

F – Docking Bay

G – Meeting Room

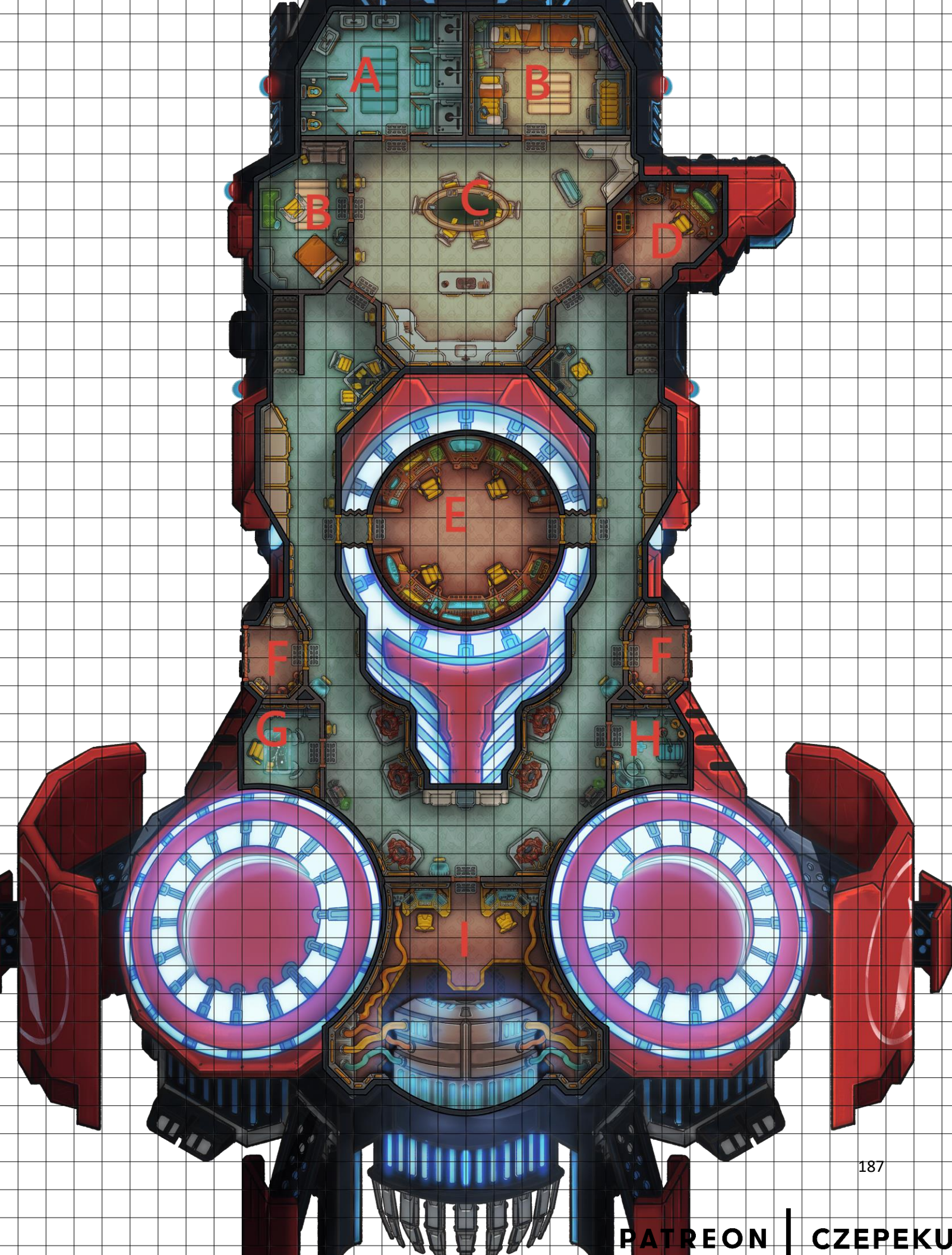
H – Medical

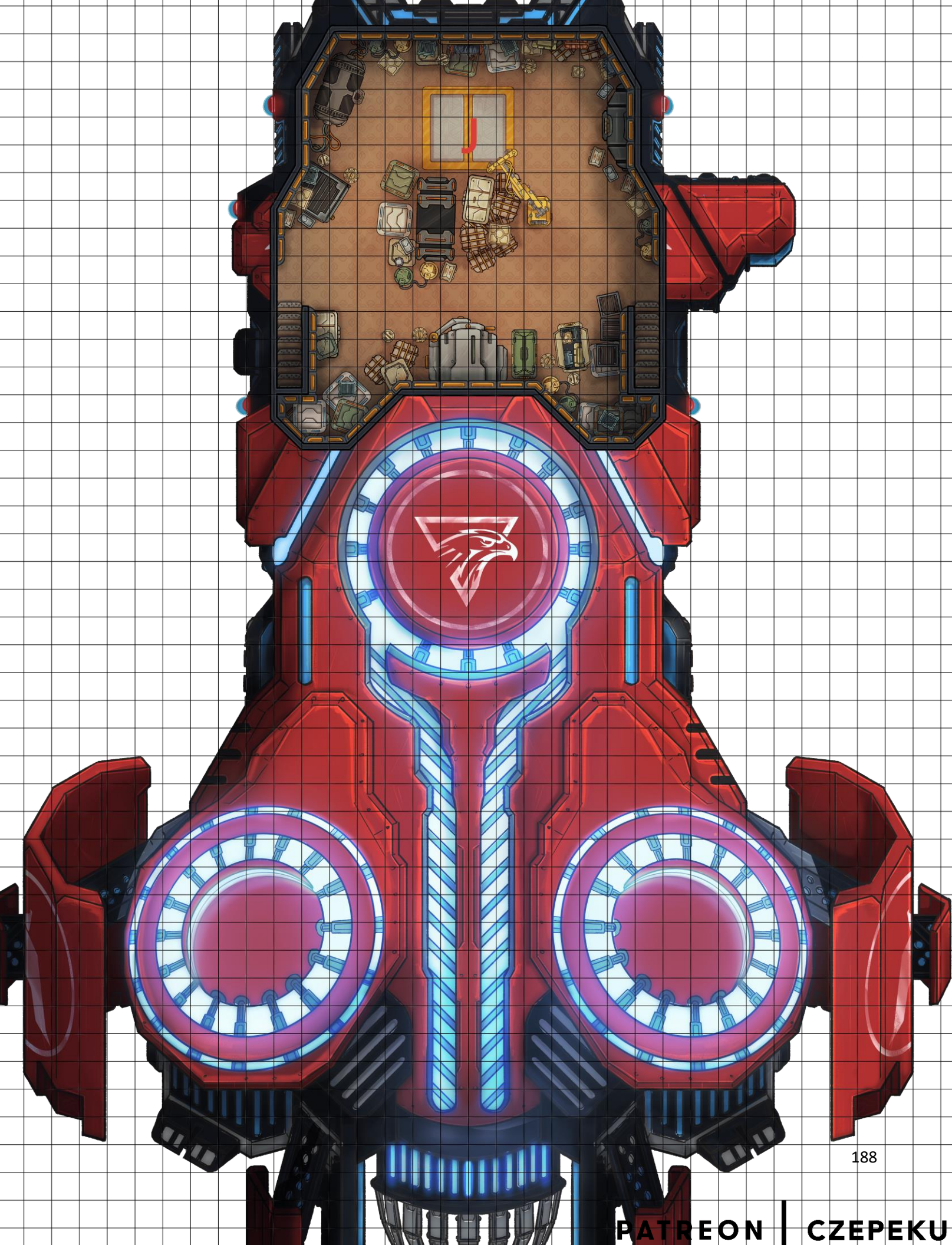
I – Cargo/Boarding Bay

Crimen Adventure Hooks

- A pride of primeval krakiz got a hold of a crimen and have been rampaging around a sector of the starlanes, and a local merchant guild hires the PCs to deal with it.

Crimen – Customization		
Thrusters: +6		
Generator Power A: 6		
Generator Power B: 5		
Energy Spent: 11		
Cost:	New:	\$2.4m
	Used:	\$2.2m
	Rust Bucket:	\$1m
	Maintenance:	\$65k





Merganser v3

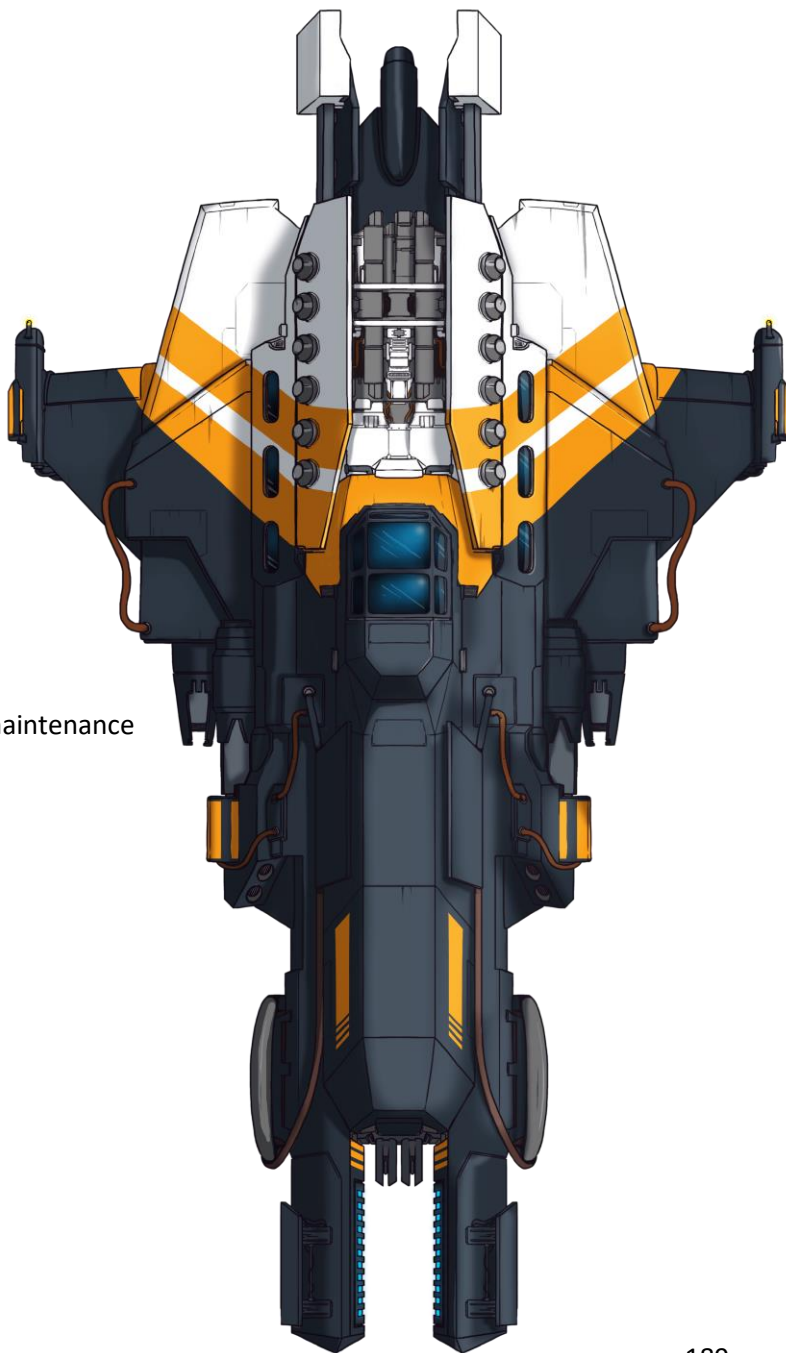
Originally the merganser was designed as a courier ship, but the merganser V3 has been modified to include a forward mounted railgun and a pair of torpedo launchers.

While not as common as the faster unarmed v1 or v2, the merganser v3 has become a popular choice for small crews of Space Dogs due to the ship's relatively high firepower for the cost and ability to operate independently despite the small size. Non-humans are less likely use any variant of the merganser for combat due to the small interior considering that other species rely more heavily upon numbers in combat.

However, even humans can find the limited space confining after weeks of travel. Few are willing to use a Merganser as a long-term home.

Merganser v3	
Range:	4 jumps*
Crew:	Pilot/Gunner
Hull:	10 (E)
Armor:	2
Maneuverability:	+9
Speed:	3 (space)
Engines:	Gravity engine / Warp Drive
Defense:	7+Pilot Skill
Features:	Boarding
Weapons:	Dogfighting: Railgun – 2d8+Dex/2d10 (E)
Torpedo Launcher A:	x1 Mark 1 Torpedoes – 1d10+Shp/1d12 (M)
Torpedo Launcher B:	x1 Mark 1 Torpedoes – 1d10+Shp/1d12 (M)
Cargo Tonnage:	40

*The merganser V3 only takes 6 hours per unit of maintenance instead of the normal 12.



Merganser v3 Layout:

A – Kitchen/Rec Room

B – Dormitory

C – Engineering

D – Torpedo Control

E – Boarding Bay

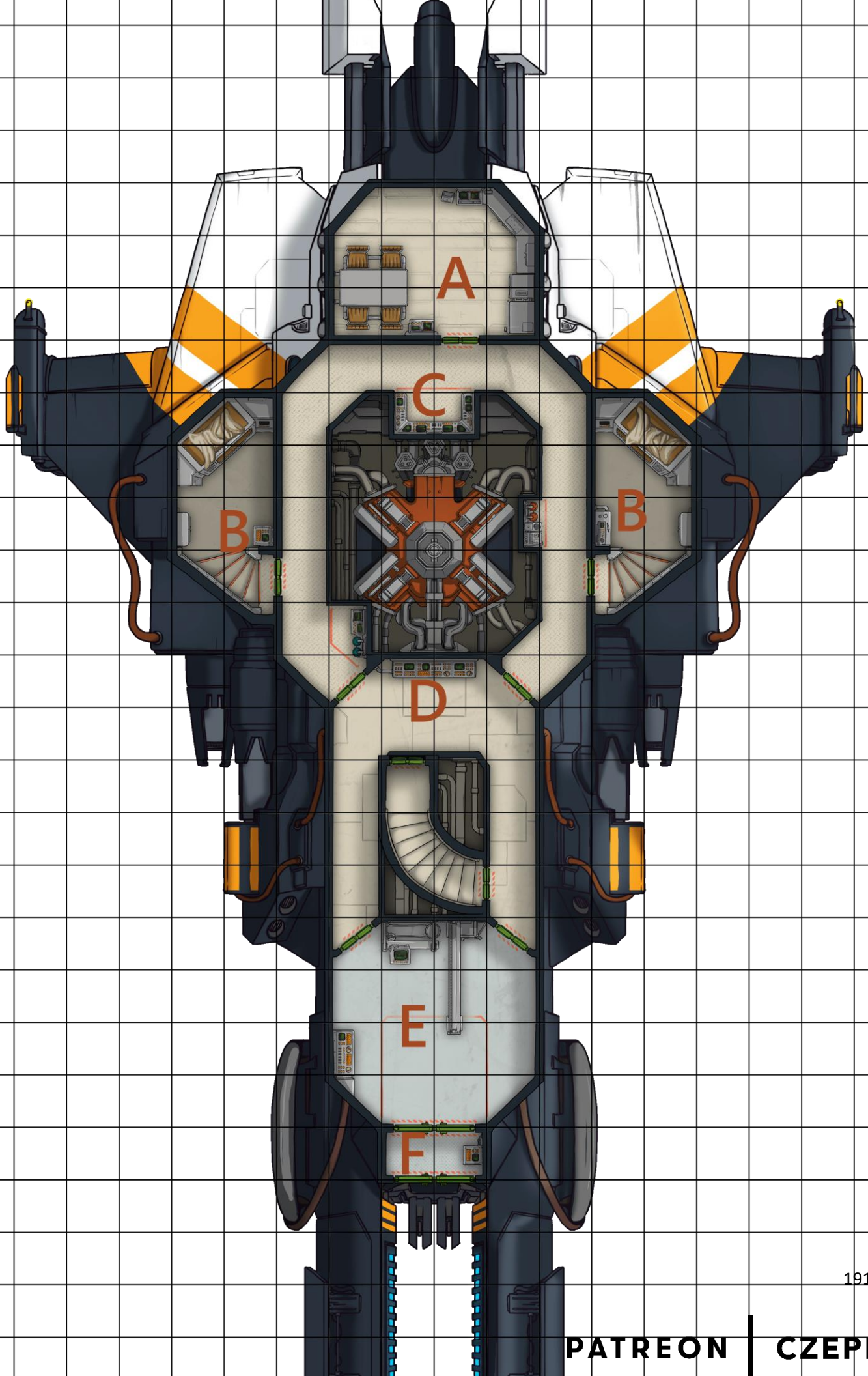
F – Air Lock

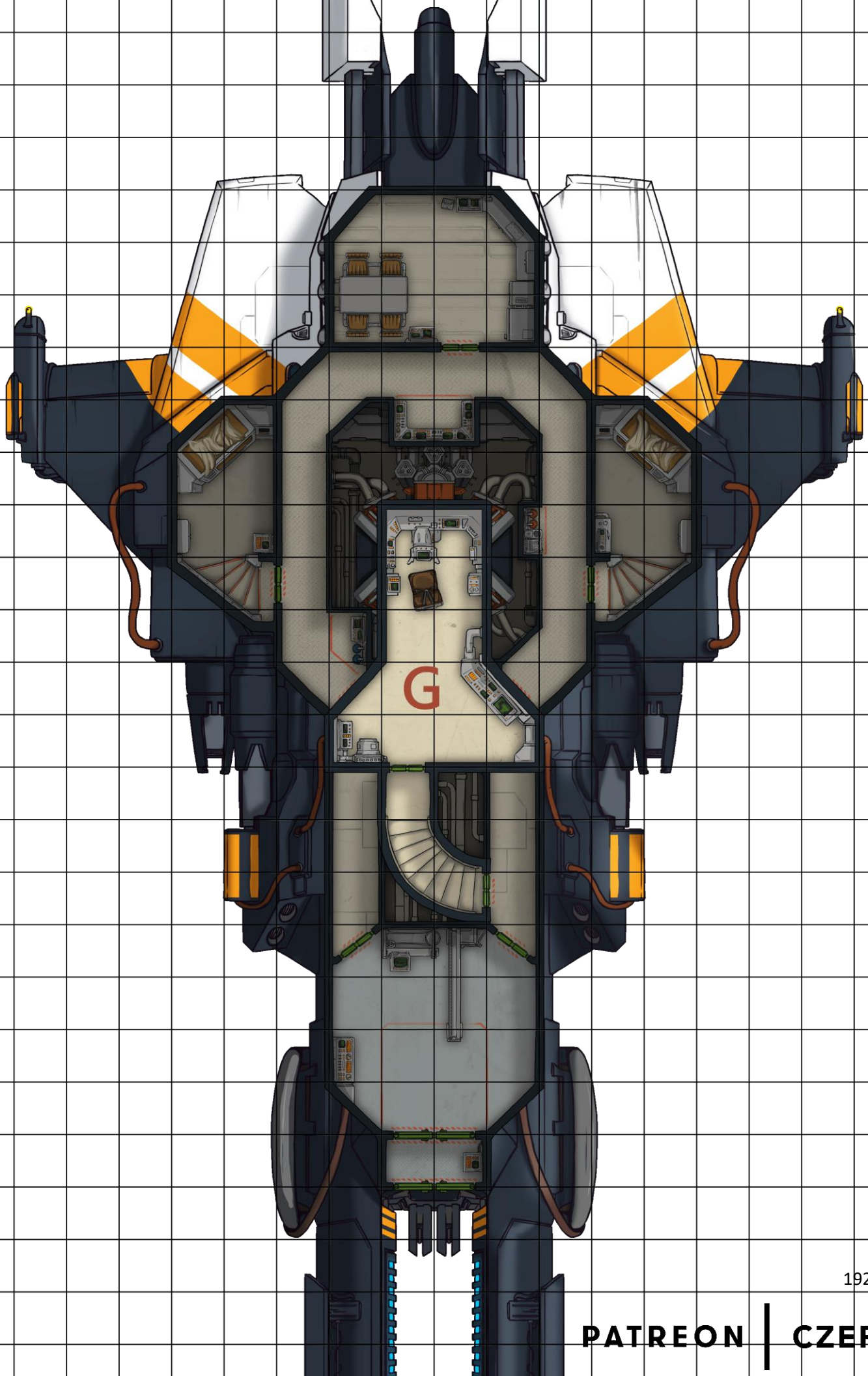
G – Cockpit

Merganser v3 – Customization		
Thrusters: +6		
Generator Power A: 6		
Generator Power B: 5		
Energy Spent: 11		
Cost:	New:	\$1.1m
	Used:	\$900k
	Rust Bucket:	\$350k
	Maintenance:	\$40k

Merganser v3 Adventure Hooks

- The PCs are hired to deliver a time sensitive package to a client several systems away and are loaned the Merganser v3 to do it quickly.





Dining Ship

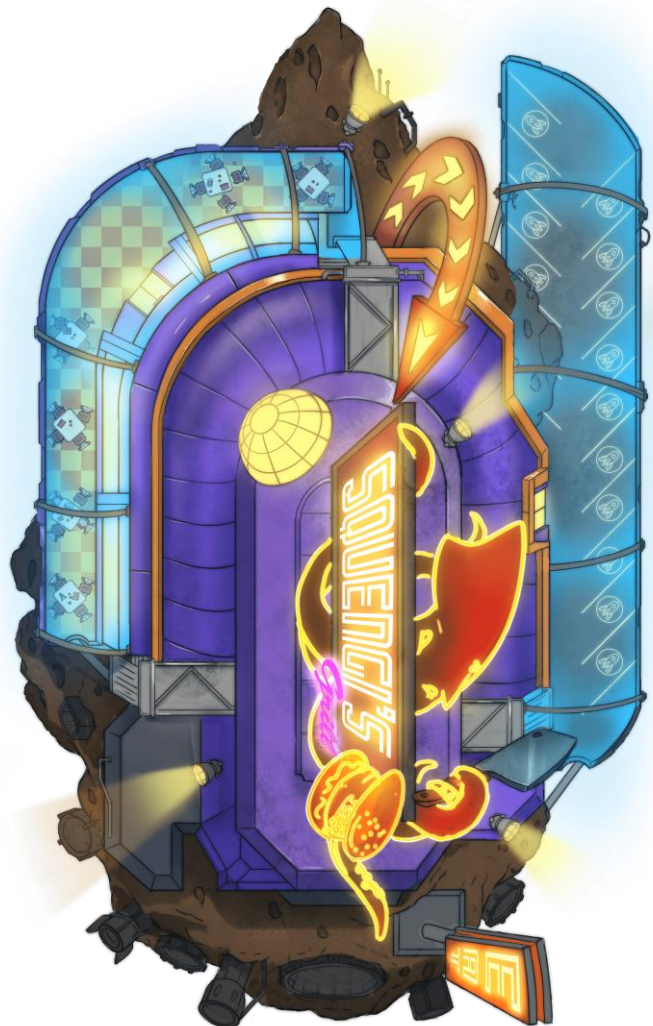
This dining ship and those like it are used to visit small mining space stations and other small stations where the inhabitants are hard up for entertainment. Even the overpriced food and basic gambling seem highly appealing when you've been stuck digging out a rock for weeks at a time.

Many dining ships are specialized to serve a single species, but others have a wider variety of foodstuffs, though the quality often goes down precipitously as the cooks aboard often have trouble cooking for species other than their own, much less such a wide variety.

These ships are built in-system, carved directly out of an asteroid in a way which requires only the most rudimentary of shipyards, making it and ships like it especially common in outlying systems. And with no warp drive capability, they are nearly always built and used in the same system for their entire life.

Dining Ship	
Range:	3 months*
Crew:	Pilot
Hull:	8 (E)
Armor:	1
Maneuverability:	+1
Speed:	2 (space)
Engines:	Gravity engine
Defense:	3+Pilot Skill
Features:	n/a
Weapons:	n/a
Cargo Tonnage:	200

*As this ship has no warp drive, the maintenance is calculated purely in the months of usage.



Dining Ship Layout:

A – Diner

B – Bathroom

C – Kitchen

D – VIP Room (often with high stakes gambling etc.)

E – Security Room*

F – Security Checkpoint

G – Dormitory

H – Captain's Bunk / Crew Meeting Room

I – Armory/Safe

J – Cargo Bay

K – Engineering/Cockpit

L – Misc Storage

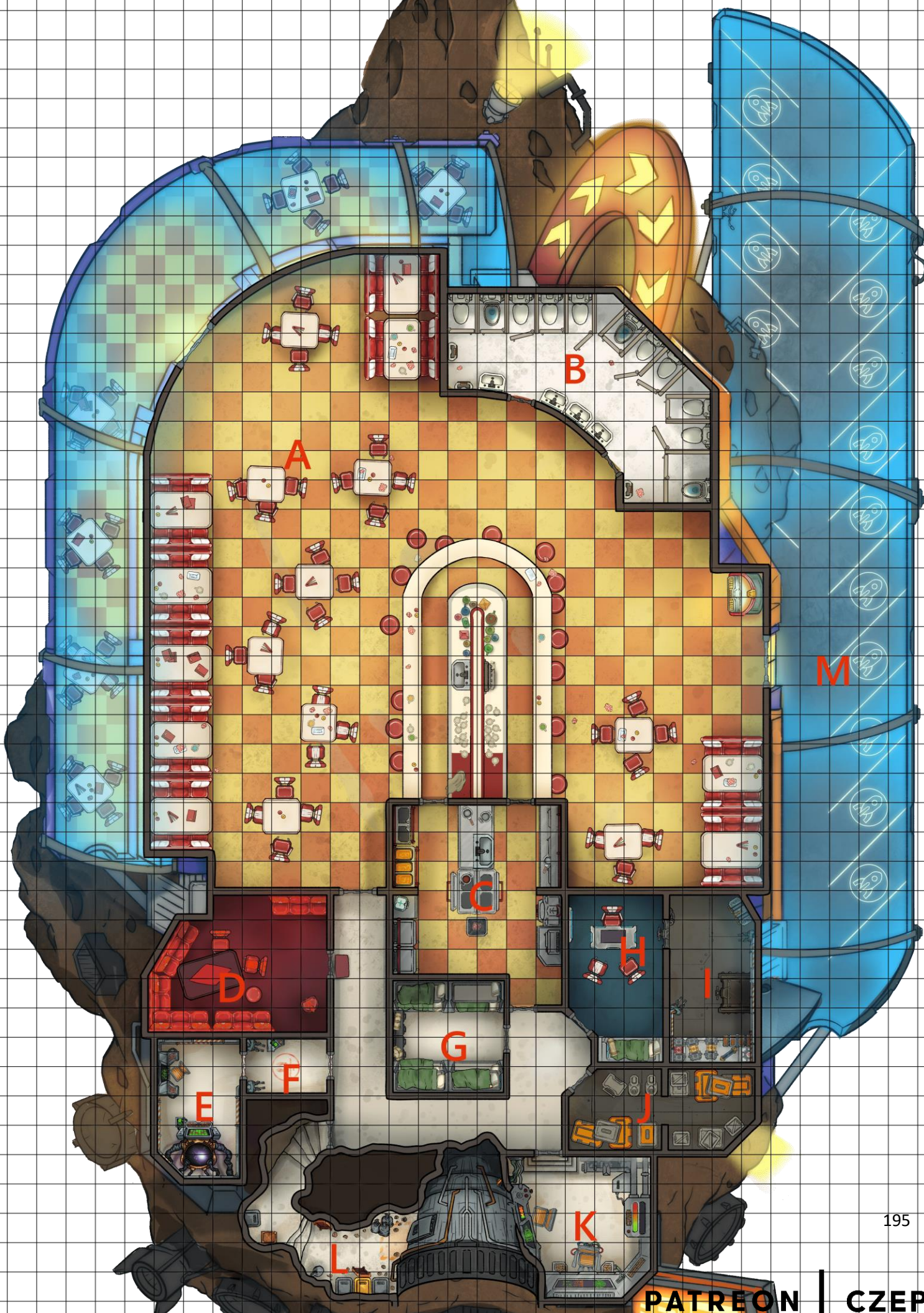
M – Docking Bay

*linked to Basic Light Machine Auto-Turrets and cameras which are scattered across the ship.

Dining Ship – Customization		
Thrusters: +1		
Generator Power: 5		
Energy Spent: 1		
Cost:	New:	\$350k
	Used:	\$320k
	Rust Bucket:	\$180k
	Maintenance:	\$17k

Dining Ship Adventure Hooks

- The PCs have a contact to meet on a dining ship to pick up a package from. An alanny with neon pink and blue feathers who likes to gamble.
- A local mining conglomerate hires the PCs to find out what's going on with their minors disappearing. It turns out they were hitching a ride on a passing dining ship to the local city station, only they never got off.
- A small group of minors snapped and took the crew of a dining ship hostage unless their demands are met. The local mining conglomerate has no intention of giving them anything and hires the PCs to 'resolve' the matter.
- A fellow Space Dog wrote in their log that they were going to try the local food at a dining station, but that was the last contact their family had weeks ago. The PCs are hired to figure out what happened to them and potentially get justice or revenge, whichever seems viable.



Alanny Starships

In general, the alanny use the same starships as other species, but the alanny guilds are nearly the only ones who are likely to be found flying in a urraca. This is because instead of a normal freighter, the urraca is designed as a mobile bazaar, allowing customers to board the ship itself to shop.

Urraca – Alanny Merchant Ship

The urraca's cargo capacity of the urraca is smaller than other freighters, in large part because the top deck of the ship is taken up by a bazaar, making them especially effective in trading with smaller space stations which have minimal shop space.

The other most notable aspect of the ship is that the top of the ship is not a solid steel hull, but instead a transparent polymer material, allowing a direct view of the cosmos from the top deck. While most would not find the trade in ship durability worthwhile, many alanny do, and will even take off said polymer cover when docked in pressurized space station bays and extend their shops beyond the ship, taking the opportunity to use their wings to glide around the facilities from the urraca.

Urraca – Alanny Merchant Ship	
Range:	8 jumps
Crew:	Pilot
Hull:	10 (M)
Armor:	1
Maneuverability:	+4
Speed:	3 (space)
Engines:	Gravity engine / Warp Drive
Defense:	1+Pilot Skill
Features:	Gravity Shielding 1
Weapons:	None
Cargo Tonnage:	1,500



Hoopoe Layout:

A – Private Shop (for top clientele)

B – Bazaar

C – Conference Room

D – Cockpit

E – Docking Bay

F – Cargo Bay

G – Primary Cargo Loading Bay

H – Kitchen

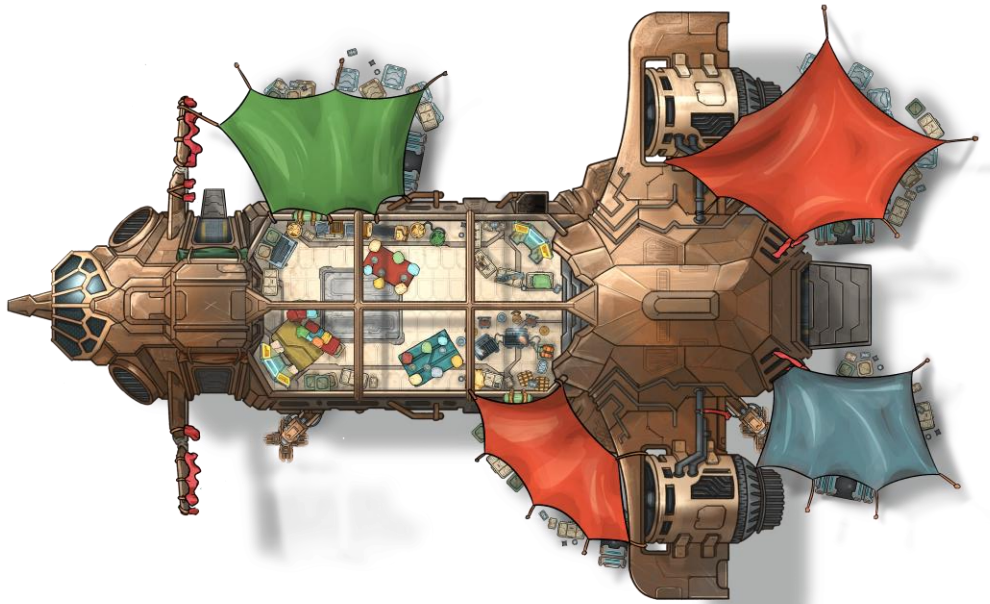
I – Dormitory

J – Bathroom

K – Cargo Bay with Safe

L – Lower Cargo Bay

M – Retractable Ladder



Hoopoe – Customization

Thrusters: +4

Generator Power A: 6

Generator Power B: 5

Generator Power C: 5

Generator Power D: 5

Energy Spent: 21

Cost: New: \$9m

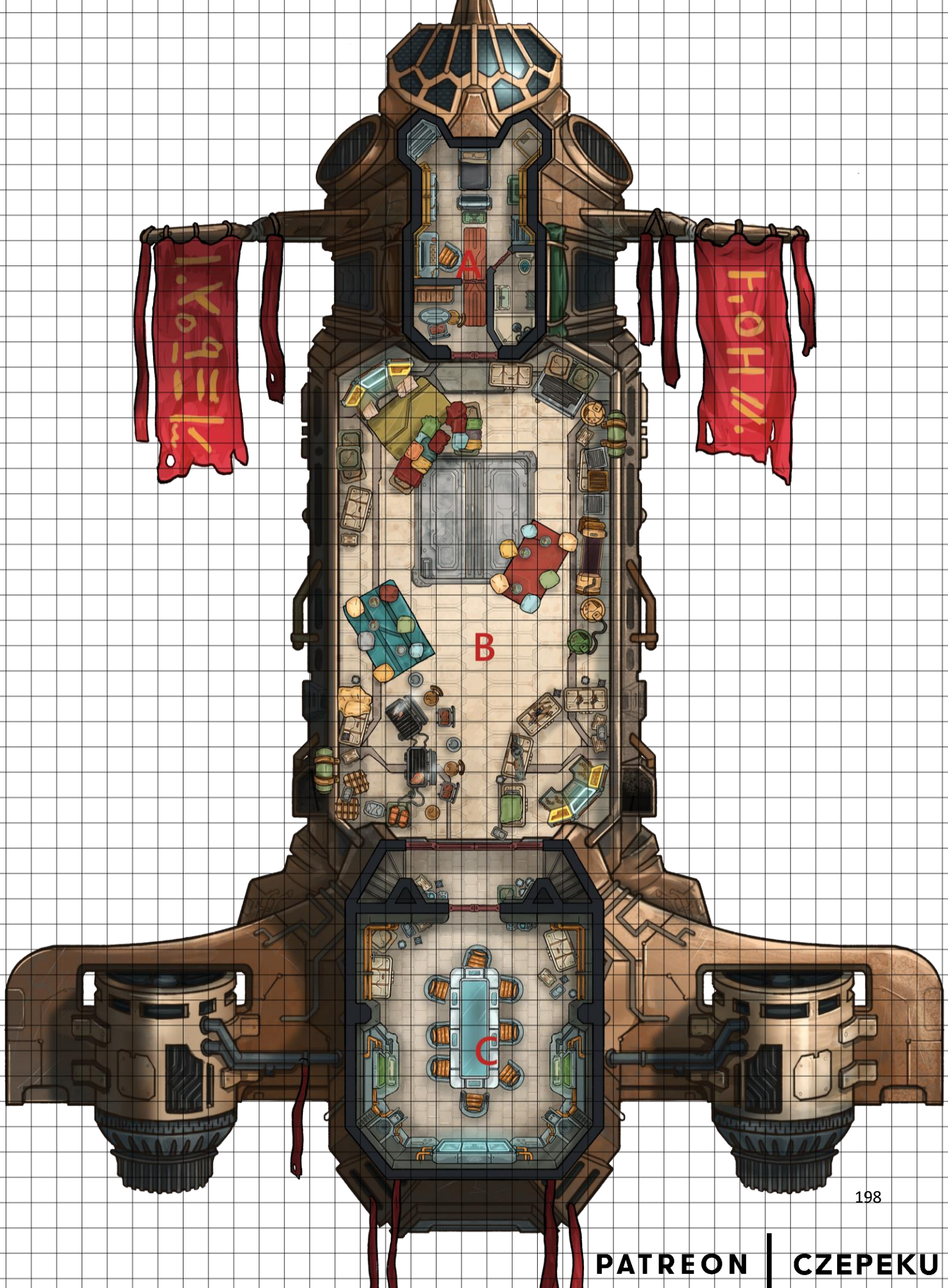
Used: \$8.5m

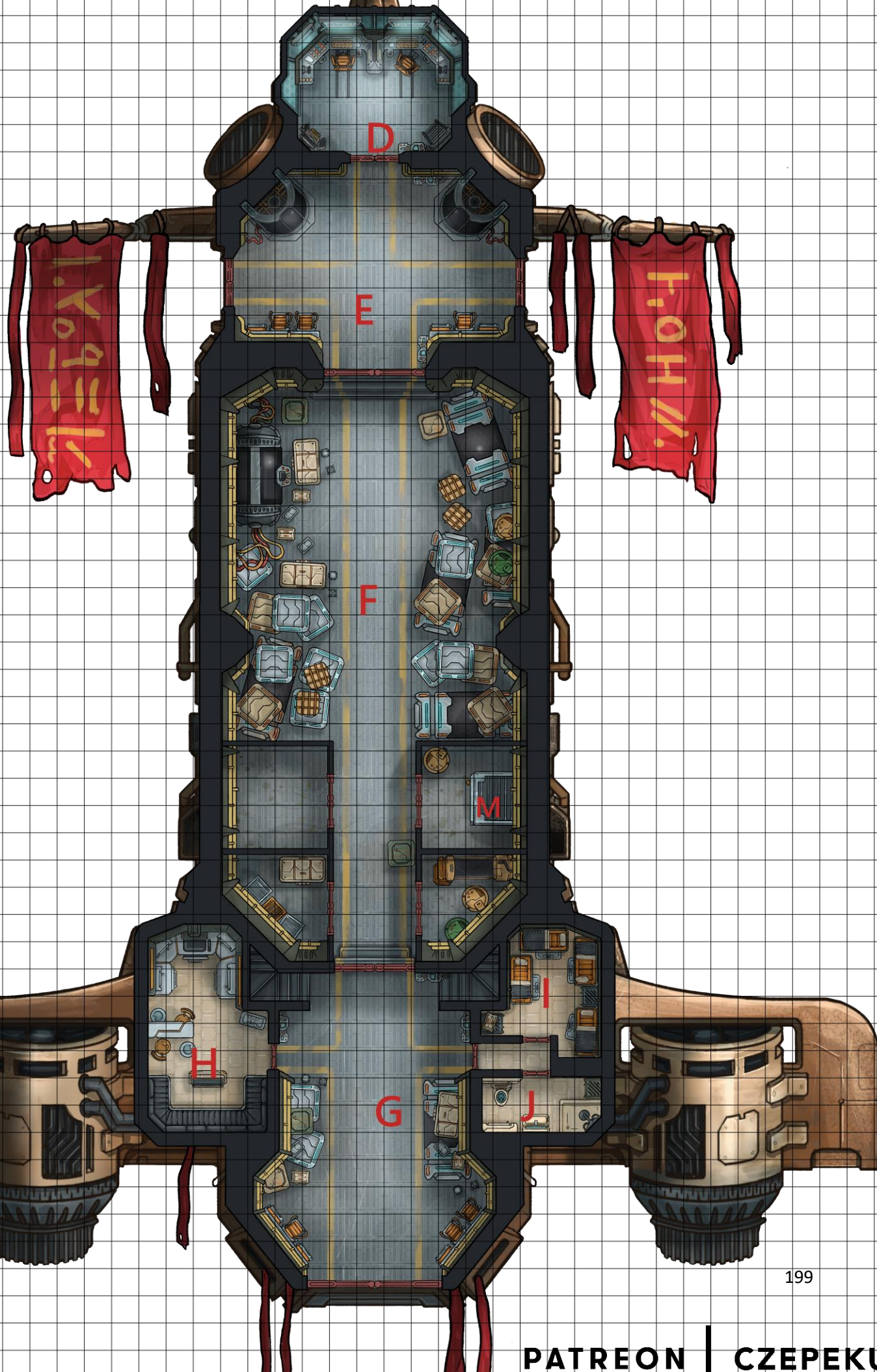
Rust Bucket: \$4.3m

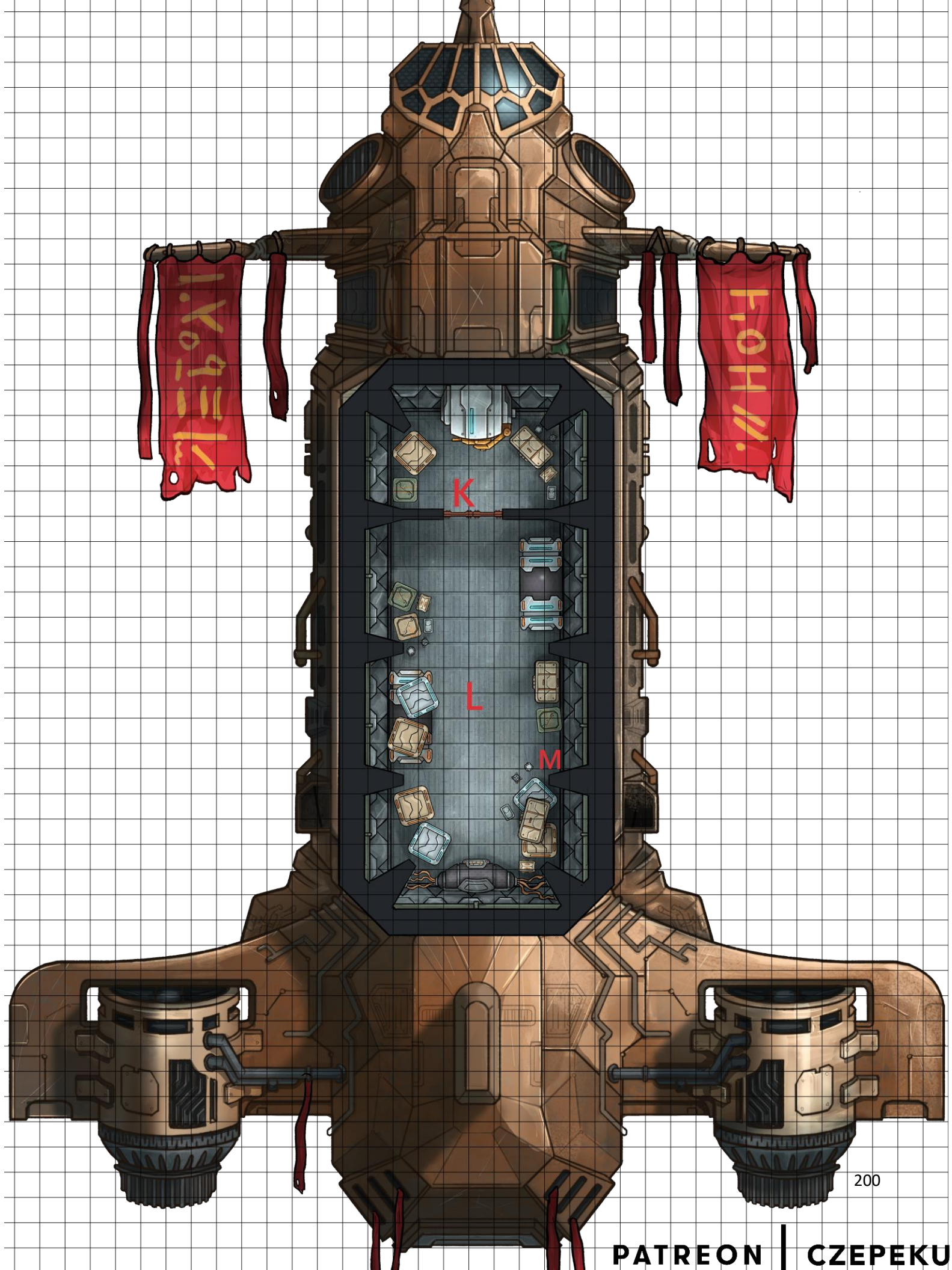
Maintenance: \$70k

Hoopoe Adventure Hooks

- The PCs are hired on as a marine garrison for an especially dangerous leg of the journey. The ship captain may even have more concrete evidence that an attack will happen.







Capek Starships

The ships capeks use can vary wildly depending upon if it's being piloted by the legion or a rabble of capeks who have snapped, though sometimes snapped capeks can snag a legion ship.

Generally speaking, legion ships focus upon long-range particle weapons and attacking in formation with multiple smaller ships as opposed to the single larger vessels that many species prefer. As a Space Dog, you could try to close the distance, taking out ships by boarding as quickly as possible, though you could consider taking out the smaller ships purely via ship fire.

HWSS Empress

Named after an ignav ruler of the distant past, the HWSS Empress is the workhorse of the legions. The HWSS has much higher energy generation than most ships of similar size, allowing it to carry a more energy efficient legionary particle cannon to engage with at long range.

This fits with the standard operating procedure of the legions, who aim to take out targets at extreme range before they ever become a threat to the capek formation.

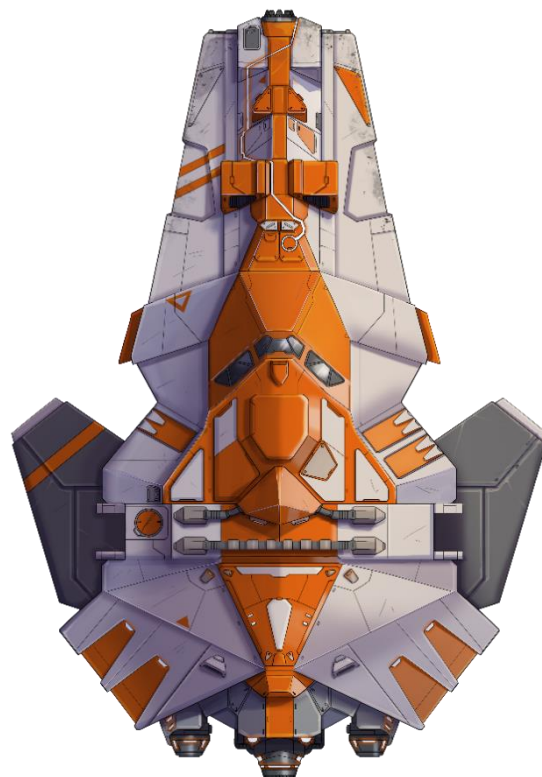
While the HWSS Empress is only built within capek controlled space, occasionally one is captured and ends up on the market, though generally only after taking substantial structural damage. Despite this, they still go for a relatively high price.

HWSS Empress		
Cost:	New:	n/a
	Used:	n/a
	Rust Bucket:	\$1.5m
Maintenance Cost:\$80k		
Range:	7 jumps	
Crew: Pilot/Gunnerx2		
Hull: 12 (E)		
Armor: 3		
Maneuverability: +6		
Speed: 3 (space)		
Engines: Gravity engine / Warp Drive		
Defense: 3+Pilot Skill		
Features:n/a		
Weapons: Dogfighting Weapon – Legion Particle Cannon (Long Range 5) – 1d10+Shp/2d8 (E)		
Defensive Weapon- Gunner A: Gauss – 2d10+Dex/4d8 (H)		
Cargo Tonnage: 60		

HWSS Empress Customization		
Thrusters: +2		
Generator Power A: 6		
Generator Power B: 5		
Energy Spent: 11		
Dogfighting Battery Size: 10		
Battery Size A: 4		
Cost:	New:	n/a
	Used:	n/a
Rust Bucket: n/a		

HWSS Empress Layout:

- A – Generator A
- B – Generator B
- C – Cargo
- D – Workshop
- E – Bridge
- F - Bathroom
- G – Dormitory
- H – Armory
- I – Docking Bay
- J – Engineering



Standard HWSS Empress Encounter Options

This encounter should not be considered the only way to encounter capeks on a HWSS Empress craft, but it's a good place to start, and you should consider it the default choice. This is a group of legionaries on patrol, either by themselves or, if you want to increase the threat level, patrolling with 1-2 barracudas.

Basic HWSS Empress Loadout

5 Legionnaire Model A-2 Grunts

1 Legionnaire Model BR-4 Grunt

1 Legionnaire Model A-2 Decanus (Add 2 ranks of Piloting via 1 Normal level – 3d10+11)

Threat Rating: Lead: 16

Iron: 8.5

Steel: 4.5

HWSS Empress Modifiers -

Defense: 5

Weapons: Dogfighting Weapon – Legion Particle Cannon (Long Range 5) – 1d10+6/2d8+1 (E)

Defensive Weapon- Gunner A: Twin-Linked Light Rail Gun – 2d8+6/2d10+1 (H)

Elite HWSS Empress Loadout

4 Legionnaire Model A-2 Grunts

2 Legionnaire Model A-2 Veterans

1 Legionnaire Model BR-4 Grunt

1 Legionnaire Model A-2 Special Forces

1 Legionnaire Model A-2 Decanus (Add +3 to Piloting)

Threat Rating: Lead: 32

Iron: 15.5

Steel: 8

HWSS Empress Modifiers -

Defense: 6

Weapons: Dogfighting Weapon – Legion Particle Cannon (Long Range 5) – 1d10+6/2d8+1 (E)

Defensive Weapon- Gunner A: Twin-Linked Light Rail Gun – 2d8+8/2d10+1 (H)

HWSS Empress Customization

Thrusters: +2

Generator Power A: 6

Generator Power B: 5

Energy Spent: 11

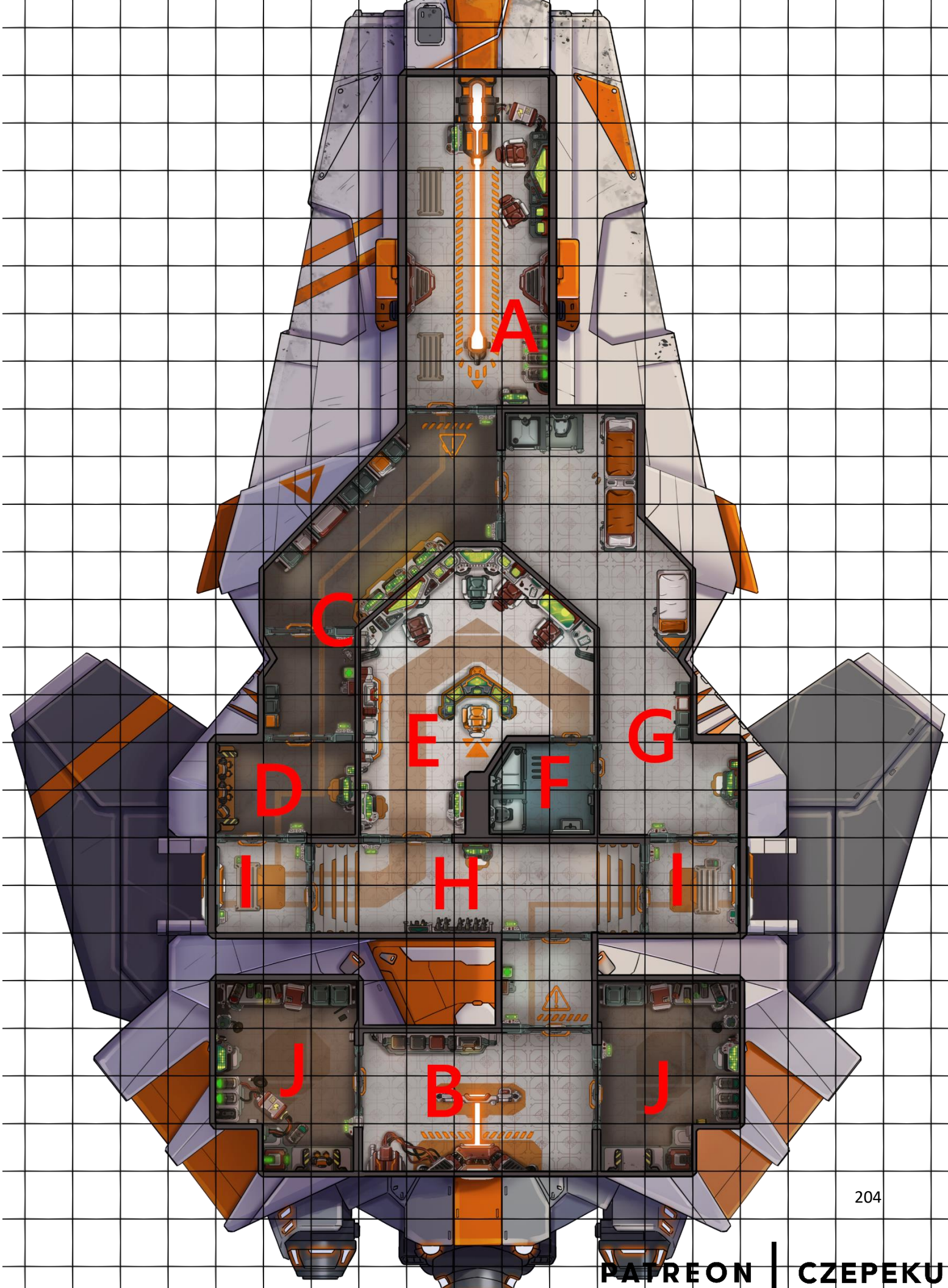
Dogfighting Battery Size: 10

Battery Size A: 4

Cost: New: n/a

Used: n/a

Rust Bucket: n/a



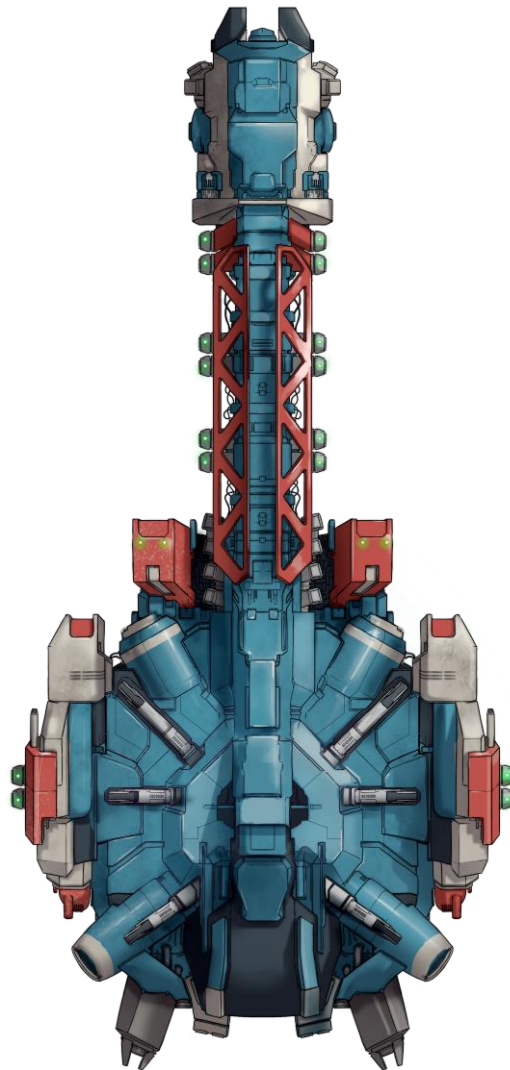
Barracuda

The Barracuda is a rather strange ship relative to those of other species. It's an extremely small ship to be equipped with a particle cannon, and it's the ship's only weapon.

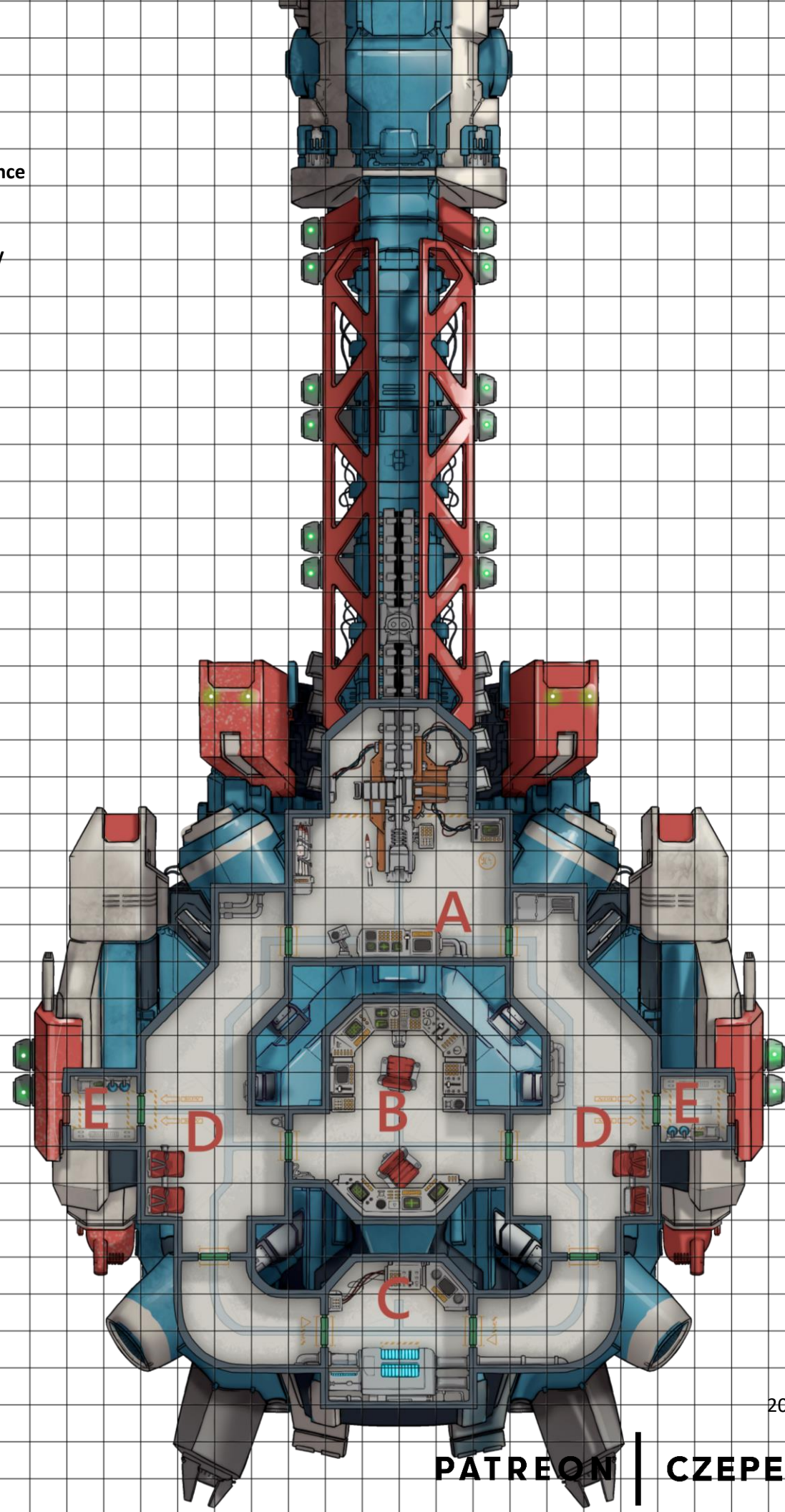
Even with their favor towards long-ranged weaponry, The Legion realizes the weaknesses of this design, and they are almost never fielded alone. Instead, they are fielded in concert with other ships to provide extra fire support.

The ships themselves are likely relatively cheap to produce for the legion considering their prevalence, but due to their exotic nature, they are expensive for other species to maintain.

Barracuda		
Cost:	New:	n/a
	Used:	n/a
	Rust Bucket:	\$600k
Maintenance Cost:\$130k		
Range:	2 jumps	
Crew: Pilot		
Hull: 8 (E)		
Armor: 2		
Maneuverability: +3		
Speed: 3 (space)		
Engines: Gravity engine / Warp Drive		
Defense: 2+Pilot Skill		
Features:n/a		
Weapons: Dogfighting Weapon – Legion Particle Cannon (Long Range 5) – 1d10+Shp/2d8 (E)		
Cargo Tonnage: 25		



Barracuda Layout:
A – Gun Maintenance
B – Bridge
C – Engineering
D – Cargo/Rest Bay
E – Docking Bay



Standard Barracuda Encounter Options

A barracuda rarely if ever be encountered alone. Instead they will be encountered supporting an HWSS Empress, or in pairs adding their firepower to that of a capital ship or space station.

Basic Barracuda Loadout

2 Legionnaire Model A-2 Grunts

1 Legionnaire Model A-2 Veteran (Add 1 ranks of Piloting via 1 Normal level – 2d10+12)

Threat Rating: Lead: 9

Iron: 4

Steel: 2

Barracuda Modifiers -

Defense: 3

Weapons: Dogfighting Weapon – Legion Particle Cannon (Long Range 5) – 1d10+7/2d8+2 (E)

Immortui Starships

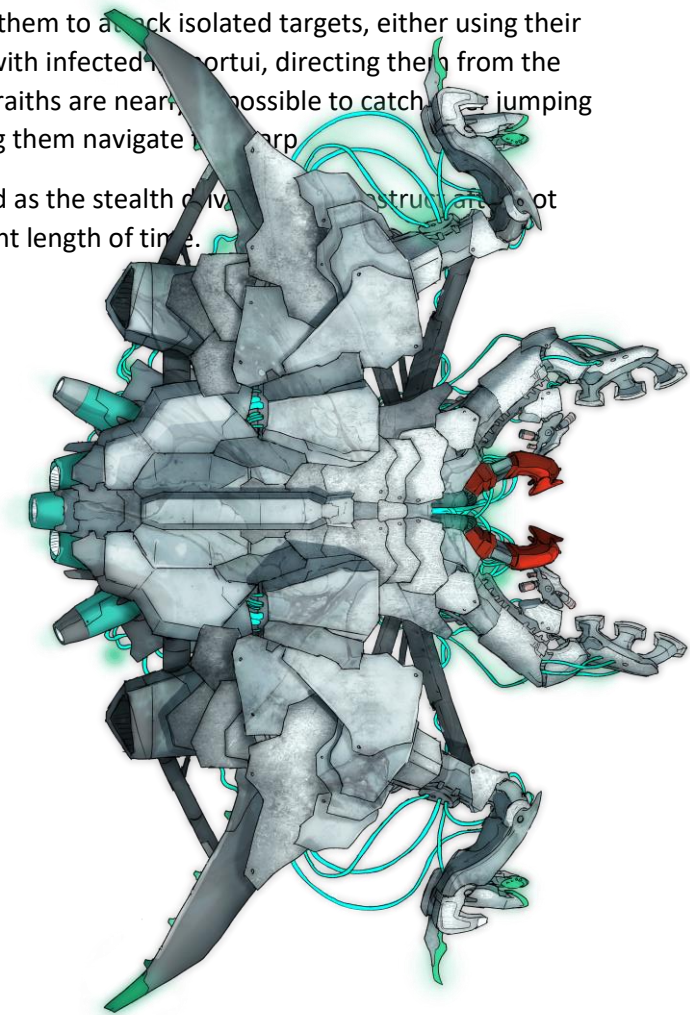
The ships which the infected immotui use are largely those which they were using before their infection, or the ships which they have since taken via force. However, the true immortui favor their unique stealth vessels. The true immortui crew the only starships throughout the starlanes known as having stealth capabilities, with few having ever gotten a good look at them. There are many who

Wraith

Nicknamed wraiths by those who see glimpses of them, no one is certain what the immortui themselves call these ships. The true immortui use the wraiths and ships like them to attack isolated targets, either using their stealth to attack them from ambush, or attacking in concert with infected immortui, directing them from the back while the infected take the bulk of the casualties. The wraiths are nearly impossible to catch, jumping to the warp due to the true immortuis’ psychic abilities letting them navigate the warp.

No wraith or other true immortui ship has ever been captured as the stealth drive structure is not receiving psychic signals from the true immortui for a sufficient length of time.

Wraith	
Maintenance Cost: n/a	
Range:	6 jumps
Crew: Pilot/Gunnerx2	
Hull: 15 (E)	
Armor: 2	
Maneuverability: +6	
Speed: 3 (space)	
Engines: Gravity engine / Warp Drive	
Defense: 3+Pilot Skill	
Features: Boarding +1 / Stealth*	
Weapons:	
Gunner A: Heavy Gauss – 2d10+Dex/4d8 (E)	
Gunner B: Heavy Gauss – 2d10+Dex/4d8 (E)	
Cargo Tonnage: 80	
Stealth: To pick up a stealth ship on sensors, a ship must be within a number of SCS equal to the stealth ship’s current speed. Weapon discharges are picked up as normal.	



Wraith Layout:**A – Cockpit****B – Gunnery****C – Kitchen etc.****D – True Immortui Sleeping Quarters****E – Immortui Conversion Theatre****F – Armory****G – Storage****H – Conversion Storage Bay****I – Boarding Bay (right arm punches into enemy ship and opens up)****J – Stealth Drive****K – Engineering****L – Storage for Infected Immortui****M – Storage for Feral Immortui****Standard Wraith Encounter Option**

This encounter should not be considered the only way to encounter capeks on a HWSS Empress craft, but it's a good place to start, and you should consider it the default choice. This is a group of legionaries on patrol, either by themselves or, if you want to increase the threat level, patrolling with 1-2 barracudas.

Basic HWSS Empress Loadout

5 Legionnaire Model A-2 Grunts

1 Legionnaire Model BR-4 Grunt

1 Legionnaire Model A-2 Decanus (Add 2 ranks of Piloting via 1 Normal level – 3d10+11)

Threat Rating: Lead: 16

Iron: 8.5

Steel: 4.5

HWSS Empress Modifiers -

Defense: 5

Weapons: Dogfighting Weapon – Legion Particle Cannon (Long Range 5) – 1d10+6/2d8+1 (E)

Defensive Weapon- Gunner A: Twin-Linked Light Rail Gun – 2d8+6/2d10+1 (H)

Elite HWSS Empress Loadout

4 Legionnaire Model A-2 Grunts

2 Legionnaire Model A-2 Veterans

1 Legionnaire Model BR-4 Grunt

1 Legionnaire Model A-2 Special Forces

1 Legionnaire Model A-2 Decanus (Add +3 to Piloting)

Threat Rating: Lead: 32

Iron: 15.5

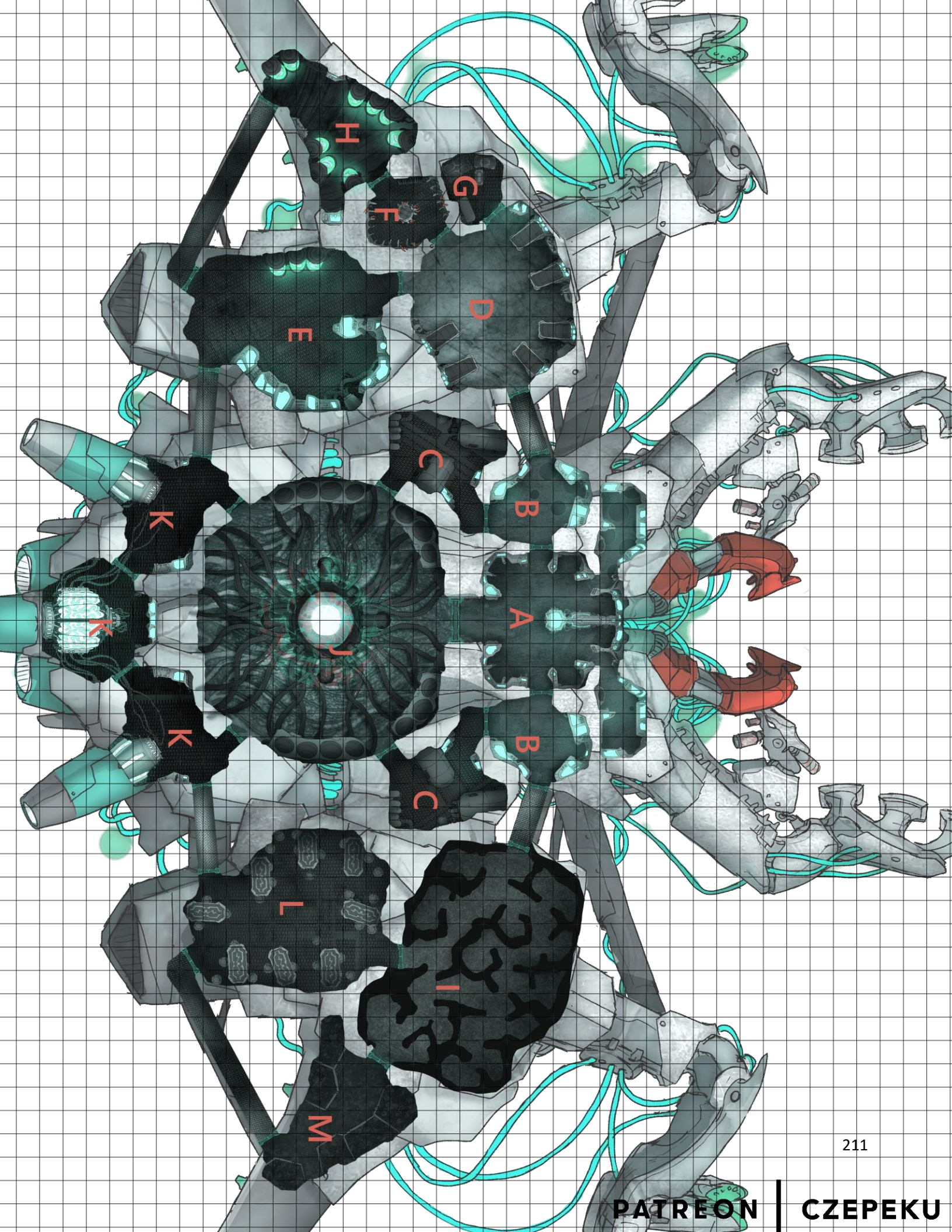
Steel: 8

HWSS Empress Modifiers -

Defense: 6

Weapons: Dogfighting Weapon – Legion Particle Cannon (Long Range 5) – $1d10+6/2d8+1$ (E)

Defensive Weapon- Gunner A: Twin-Linked Light Rail Gun – $2d8+8/2d10+1$ (H)



Magnus

The Magnus is the most common interstellar passenger ship across the starlanes, though in truth it's a hybrid passenger and cargo ship. Small for a passenger ship, long and relatively flat, the magnus varies from one to five passenger sections. The largest have well over a hundred separate cabins. How many passengers it can carry varies greatly by species; both their size and living patterns. For example, an entire flock of alanny can all share a single room which a pair of humans would find tight.

While many passenger ships are larger, an average magnus with three passenger sections is just over half a kilometer long, albeit only about 85m wide and 11m tall. In addition to the deck shown in maps below, there is a second cargo deck beneath the main deck which is accessible via the cargo elevator and several sets of stairs. It is the same shape as the deck above, but with no walls separating it into various rooms.

The Magnus is a common affordable choice for travelers who are going somewhere without a ton of interstellar traffic, or potentially a smaller space station in a nearby system. When going to the most well traveled locations, getting a berth on a mega-ship would be the cheaper option. But at other times, a clan or other organization will purchase or rent a magnus for their own usage to keep from having to mingle with other groups. Many smaller alanny clans will have their own magnus ships. Generally, it is the private ships which are more likely to have just one or two civic/habitation sections of the ship, while a magnus being used to sell tickets are more often larger in order to be more efficient, as the larger passenger portion of the ship requires minimal extra crew.

The magnus or extremely similar passenger ships are common all throughout the starlanes and have been a mature technology for centuries.

*This amount is multiplied by the number of passenger sections of the magnus. The speed of the magnus is 3 if only 1-2 passenger sections, with 3+ passenger sections slowing the ship to 2.

Magnus	
Range:	7 jumps
Crew:	Pilot/Co-Pilot
Hull:	25 (M) per section
Aarmor:	2
Maneuverability:	+0
Speed:	3/2* (space)
Engines:	Gravity engine / Warp Drive
Defense:	-X*+Pilot Skill
Features:	Gravity Shielding 2
Weapons:	Gravity Bombardment Cannon x2
Cargo Tonnage:	10,000+10,000x*

Magnus Adventure Hooks

- The PCs are hired as the garrison on a magnus headed for an outlier or newly colonized system. The ship is attacked.
- While the PCs are onboard a magnus, there is a murder while in the warp. In part because of the general distrust of humans, one of the PCs is suspected of being the killer. They have until leaving warp to investigate freely and clear their name.
- Hijackers: The PCs get a distress signal right as they warp into an outlying system. Apparently some of the passengers aboard the magnus were hijackers.
- The PCs get a tip that their bounty has taken passage on a magnus. But the target has a fake ID and is in disguise.
- The PCs are hired to repo a magnus which currently is full of passengers.

Boarding Action

Roll 1d10	Boarding Location
1-4	Floor of Cargo Hold
5	Wall of Cargo Hold
6-9	Ceiling of Ship Section
10	Wall of Ship Section

Cargo Hold

While not shown here, a magus's cargo hold goes the entire length of the ship. The cargo hold's layout is identical to the decks above, except that there are no walls or other fixtures aside from the engineering section where the generator extends through the upper deck and takes up the cargo hold below. The stairs and elevator which go into the cargo hold show are also present.

Each section of the cargo hold has a separate dock on the underside of the ship for connecting to space stations or larger ships and haul in/out cargo. These are each 14x12 meters in size; the same size as the cargo elevator in the Command/Cargo Section.

There are airlocks between the different sections of the ship which are in the same places as the airlocks above. This means that the largest cargo often remains in the forward Command/Cargo Section so that it has to be moved less after coming in through the loading bay. Some magnus, especially those with 4-5 passenger sections, will be fitted with a small tram on the underside so that the crew can bypass the passenger sections when getting from the command areas to the engines, taking the place of one set of airlocks.

The ceiling height in the cargo hold varies from around 6m to a bit under 4m, varying depending upon the decks above as the cargo hold's floor is entirely flat. Generally speaking the cargo hold will be mostly full with various crates and other cargo, but the amount and what kinds will vary greatly.

Command/Cargo Section

The forward section of the magus is the command/cargo section. This is where the command crew both works and lives. Most of this section mostly has a 3m ceiling, though the cargo loading bay's ceiling goes up to 4m.

The command crew lives in the dorms in this section. If they need to visit the engineering portion of the ship, they will generally go through the cargo hold so as not to disturb the passengers.

Magnus Command/Cargo Layout:

A – Cockpit

B – Crew Workstation/Sensors etc.

C – Forward Engineering

D – Dormitory

E – Kitchen

F – Passageway

G – Bathroom

H – Stairs/Ladder to Cargo Hold

I – Airlock

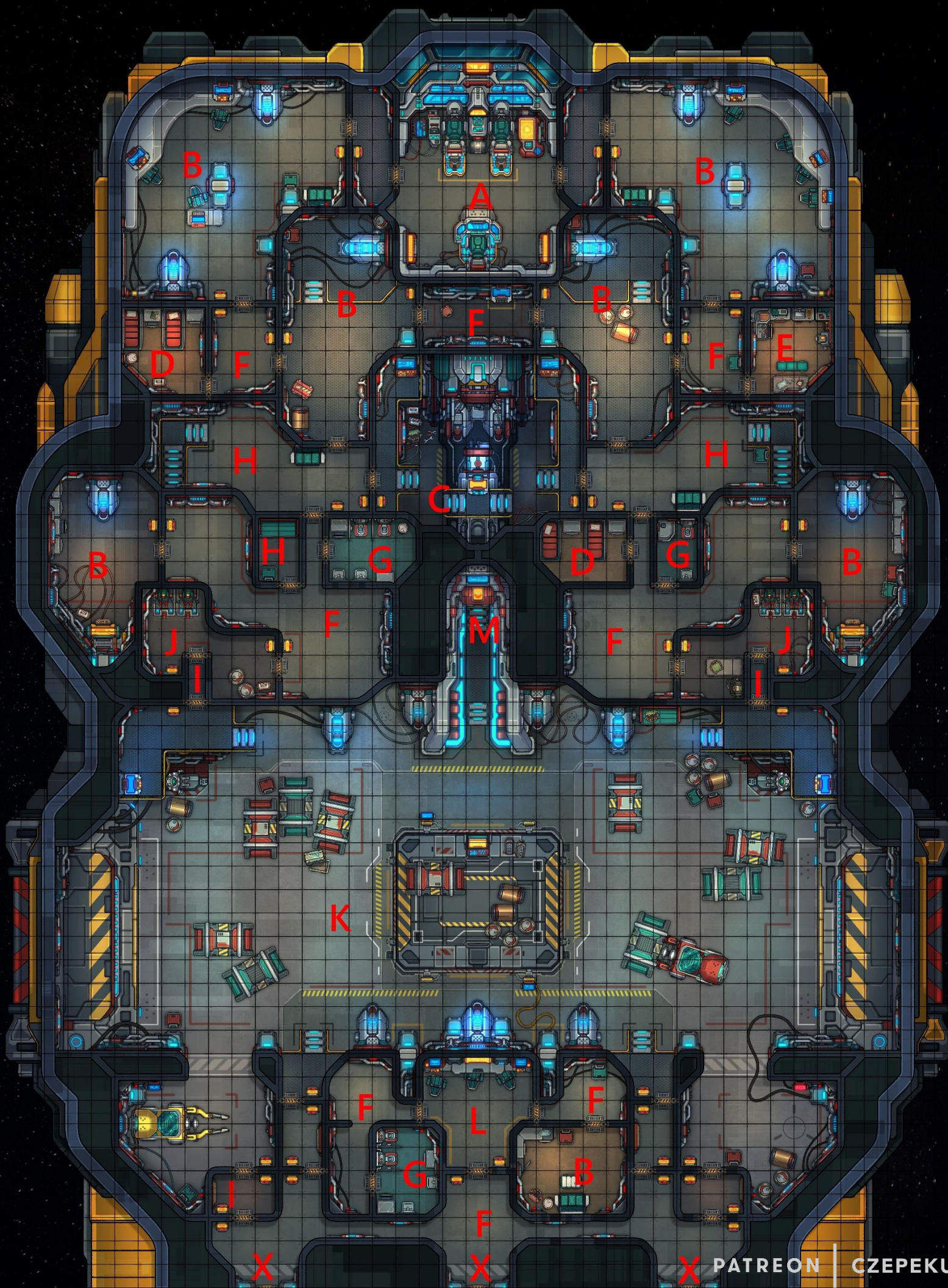
J – Vacuum Prep Room

K – Loading Bay – While most cargo will come in directly to the cargo hold, some more temperamental goods will come in via the loading bay. Also, some of the smallest space stations cannot dock with the cargo holds directly.

L – Loading Bay & Cargo Hold Controls

M – Stairs to Cargo Hold with terminal lock

X – To First Passenger Section



Passenger Section

The center portion of the magnus, from one to five sections. The number of passengers vary greatly by species and if they're willing to pay a premium.

Generally speaking, the passengers are prohibited from entering either the Command/Cargo, Engineering, or the Cargo Hold, and their ship access will not open those doors. This is both to keep them out of the crew's hair generally, and due to the risk of passengers turning hijacker.

In addition, depending upon the ship and how they have set up security, passengers may not be allowed to enter other passenger sections either. This is usually done to keep apart groups which may come into conflict if forced to interact in the tight confines of starship corridors. Other times a large enough group may even rent the entirety of one passenger section for their group and not want to be disturbed.

If there is a garrison stationed on board the magnus, they are likely stationed here to keep them out of the way of the crew's work. However, exceptions can happen, especially if the PCs have significant skill Repair: Starship to help out in Engineering while the ship is transit even when it's not under attack.

Magnus Passenger Layout:

A – Meeting Room

B – Crew Workstation/Sensors etc.

C – Passenger Docking Bay

D – Dormitory

E – Crew Workstation and Emergency Area

F – Passageway

G – Bathroom

H – Special Rear Airlock

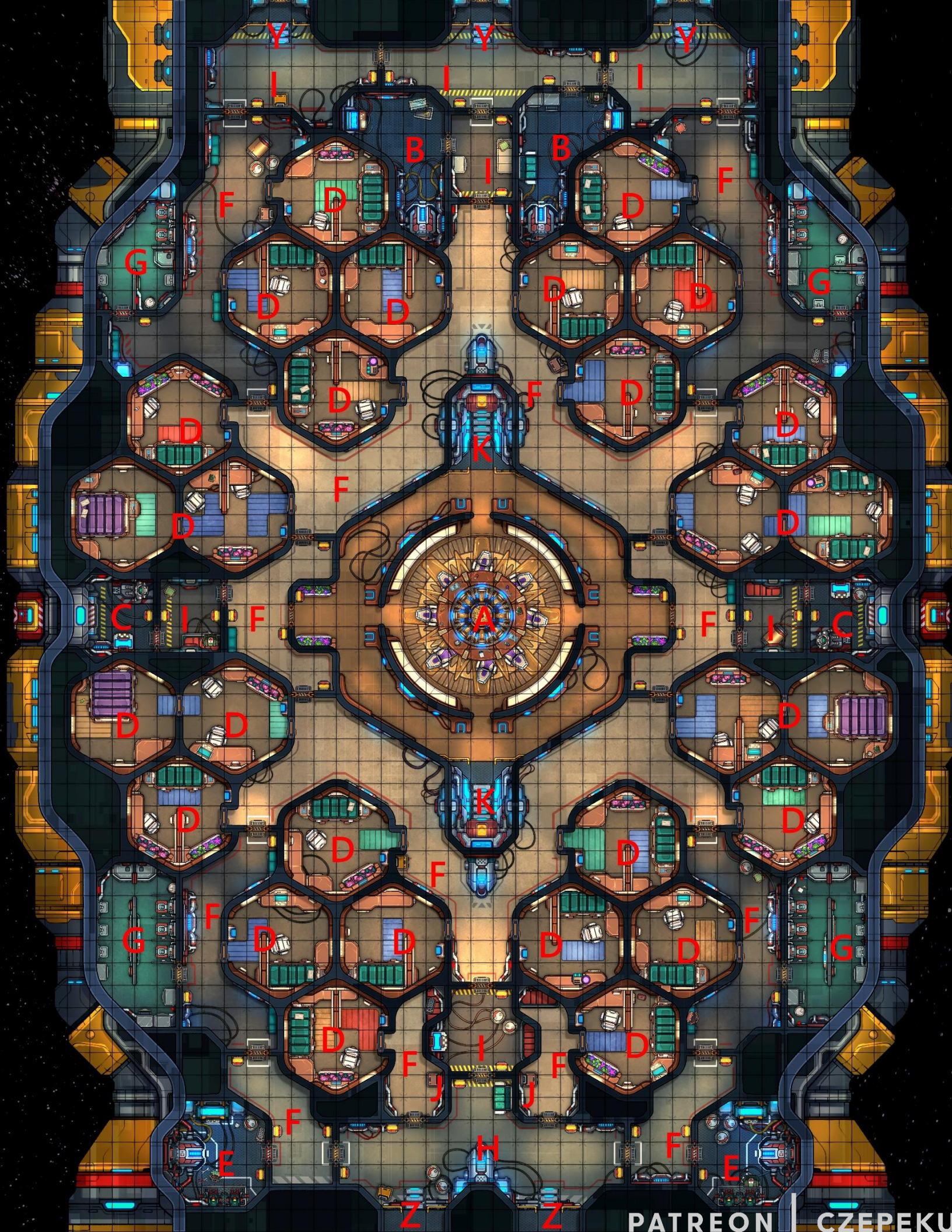
I – Airlock

J – Ladder to Cargo Hold

K – Stairs to Cargo Hold with terminal lock

Y – To Command/Cargo Section or more forward Passenger Section

Z – To Engineering or more back Passenger Section



Engineering Section

Engineering is where the ship's multi-generator and main thrusters are found. There is more crew stationed in engineering section than in the forward command section as there needs to be round the clock crew stationed at the generator and the engines in case of issue.

Magnus Engineering Layout:

A – Conference Room

B – Crew Workstation/Sensors etc.

C – Stairs/Ladder to Cargo Hold

D – Dormitory

E – Backup Cockpit – 1 die penalty on all Piloting checks from the backup cockpit.

F – Passageway

G – Bathroom

H – Kitchen

I – Airlock

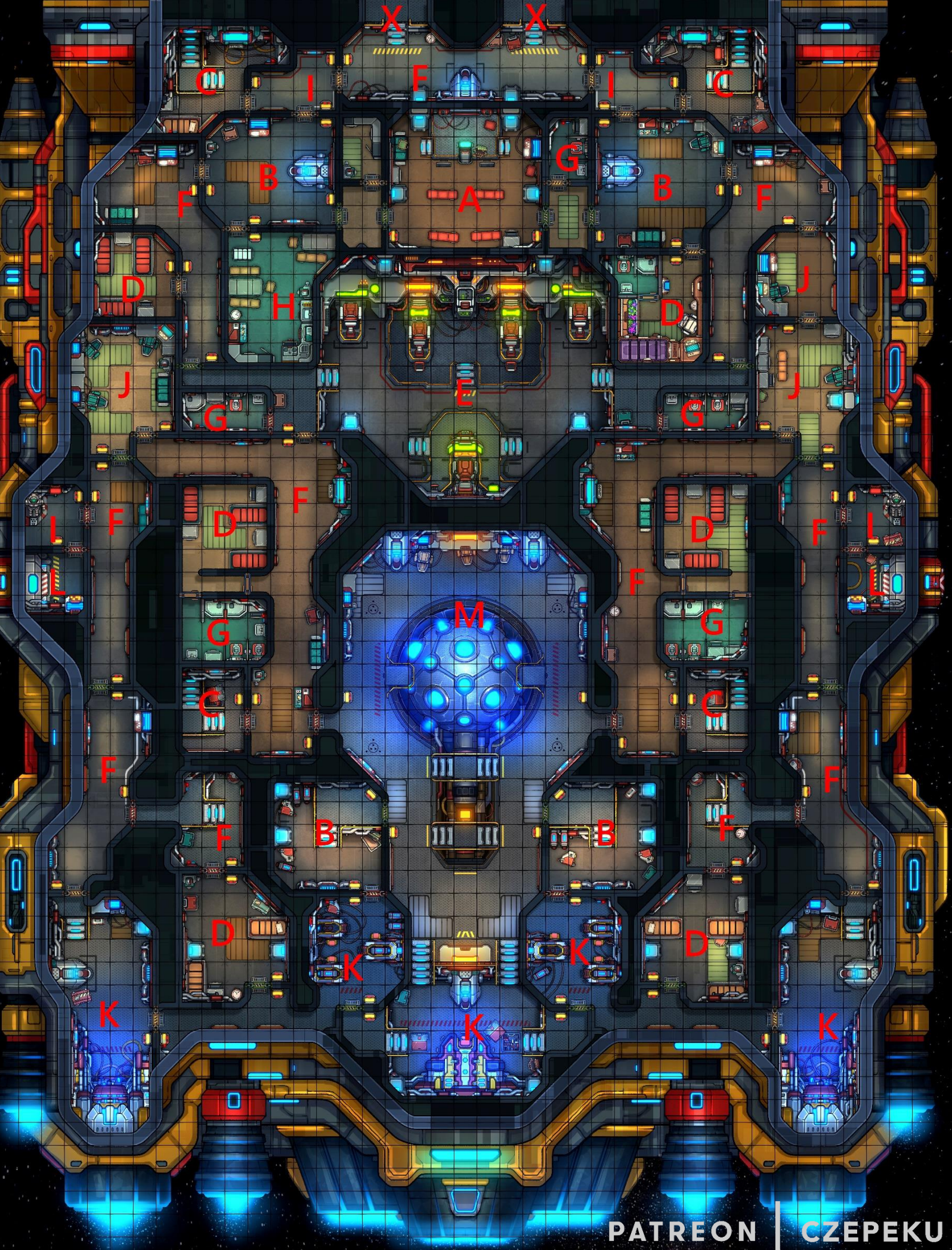
J – Office

K – Engineering

L – Engineering Docking Bay

M – Multi-Generator – A powerfully linked multi-generator configuration which is really five different generators.

X – To First Passenger Section



Volucris Starships

Volucris starships are not ships as we think of them. Instead, they are huge living organisms which can traverse normal space and warp space alike. They appear to use a different method for warp travel than the civilized species, since they leave no warp emissions which can be traced, so they can only be chased into the warp if you are right on their heels. That, more than anything else, is why it is so difficult to know where the volucris might next strike.

As weapons, the volucris living ships do not use projectiles, instead firing blasts of acid or plasma, or they unleash smaller volucris which will charge at other ships on suicidal charges, impacting and exploding in detonations of bioelectrical energy. However, the primary tactic of most volucris living ships is latch onto the opposing ship, opening up its hull, and spewing forth its complement of volucris to attack the ship's crew and passengers from within.

Most volucris starships are impossible to board for humans, with the exception of hives, which are more akin to space stations than starships. It is the hives where new volucris are born, and destroying them is the key to potentially wiping the volucris from the starlanes once and for all.

Assault Swarm: Many volucris ships contain smaller volucris within them which they carry into battle, spewing them forth into the hulls of ships and stations to wreak havoc within. Volucris ships with this ability which deal any damage with their maw let the assault swarm immediately board the damaged ship.

Volucris starships with the Assault Swarm have a number listed. The number listed is the number of human scale volucris which they can contain. Two swarming volucris take up one slot, an exo scale volucris takes up 2 slots, a mecha scale volucris takes up 5 slots, and a tank scale volucris takes up 12 slots.

GM Tips: Unlike most foes that the players may go up against, the volucris will generally be the ones trying to board the PCs' starship, rather than the PCs doing the boarding. This can be a fun change of pace, and it might throw the players for a loop if they are used to boarding the enemy ship right away.

If you want the encounter with the volucris to be challenging, make sure to include more fleas than the PC's ship can shoot down. It should be a race to shoot down as many as they can to not be overwhelmed by the volucris boarding the ship; not just a challenge of shooting them all down. Also remember that the fleas will punch through at different points on the ship, so the boarding volucris won't all be together in a big group.

Assault Bugs

Flea *Hunter Scale*

Called fleas due to their insectoid appearance and how they attach to larger ships, fleas attack in swarms of apparently random colors. Nearly half of their body length are their maws and pinchers, with six barbed legs which they use grasp enemy ships before plunging in their maws and spewing forth their deadly volucris cargo into the starship hull.

Flea	
Range:	2 jumps
Crew:	n/a
Vitality:	5
Hull:	4 (H)
Armor:	1
Maneuverability:	+10
Speed:	3 (space)
Engines:	Gravity engine / Warp Drive
Defense:	10
Dogfight Weapon:	Maw – 1d10 (E)
Assault Swarm Size:	6



Example Swarm: 6 ankle-biters / 2 bangs / 2 slashers

Alpha Flea *Hunter Scale*

An alpha flea is indistinguishable from a normal flea in a combat situation, likely by design to protect its more valuable assault force. In study of its corpse after battle, the Alpha Flea has a thicker carapace, more powerful propulsion, and a smaller interior, delivering a smaller more elite assault force. Alpha fleas are often used to carry an egghead into the fray.

Alpha Flea	
Range:	3 jumps
Crew:	n/a
Vitality:	10
Hull:	6 (H)
Armor:	3
Maneuverability:	+12
Speed:	3 (space)
Engines:	Gravity engine / Warp Drive
Defense:	12
Dogfight Weapon:	Maw – 1d10+2 (E)
Assault Swarm Size:	4



Example Swarm: 1 egghead / 1 spiker / 1 alpha slasher

Tick *Escort Scale*

A larger variant of the volucris flea, a tick uses its larger payload to bring to bear the largest of the volucris swarm such as bashers.

Tick	
Range:	2 jumps
Crew:	n/a
Vitality:	5
Hull:	5 (E)
Armor:	2
Maneuverability:	+9
Speed:	3 (space)
Engines:	Gravity engine / Warp Drive
Defense:	8
Dogfight Weapon:	Maw – 1d8 (M)
Assault Swarm Size:	15

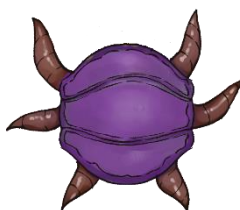


Example Swarm: 12 ankle-biters / 1 hopper / 1 swarmlord / 1 basher

Boomer *Hunter Scale*

In appearance boomers are nearly identical to fleas except for the lack of claws and pincers. Instead, the boomer will rush towards smaller enemy ships and shuttles before exploding.

Boomer	
Range:	2 jumps
Crew:	n/a
Vitality:	5
Hull:	1 (H)
Armor:	1
Maneuverability:	+11
Speed:	3 (space)
Engines:	Gravity engine / Warp Drive
Defense:	10
Dogfight Weapon:	Self-Destruct – 2d8 (M)



Stinger

Like the volucris fleas and ticks, the stinger is focused on delivering volucris into the hulls of enemy ships. However, it is larger than other such ships, has its own weaponry, and can travel via the warp without piggybacking onto a larger ship.

Stinger	
Range:	6 jumps
Crew:	n/a
Vitality:	10
Hull:	16 (E)
Armor:	3
Maneuverability:	+9
Speed:	3 (space)
Engines:	Gravity engine / Warp Drive
Defense:	8
Dogfight Weapon:	Maw – 2d10 (E)
Special:	Barbed Stinger – when the stinger hits with its maw and deals damage, it takes 4 hull damage when it pulls the stinger free.
Assault Swarm Size:	30

Example Swarm: 20 ankle-biters / 6 bangs / 4 slashers / 1 egghead / 1 spiker / 2 hoppers / 1 swarmlord / 1 basher



Roving Hive *Man-O-War Scale*

A roving hive doesn't look like a ship in the normal sense. Instead, it looks like a cylinder with hexagonal growths, with fleas and ticks nestled within the hexagons.

Roving Hive	
Range:	12 jumps
Crew:	n/a
Vitality:	0
Hull:	25 (M)
Armor:	3
Maneuverability:	+3
Speed:	2 (space)
Engines:	Gravity engine / Warp Drive
Defense:	4
Weapons:	None

Hive: The roving hive carries fleas and ticks through the warp towards its targets. The fleas are not inside, but curled in close to travel within the roving hive's warp bubble, flying off on its own when near a target.

A roving hive can carry as many as two dozen fleas, a dozen boomers, and five ticks, though if the hive has recently split or hasn't fed in some time, it can be a lot fewer.

Parasitic: A roving hive has all of the facilities needed to create more volucris, but not the space or the resources. Once its cargo of fleas and volucris have successfully taken over a space station or ship, the roving hive will merge with it and stick out like a tumor.

The volucris will then bring it any biological materials they can find so that it can begin spawning more volucris, potentially even splitting off new roving hives and starting the process all over.

Roving Hive Layout:

A – Attachment Section

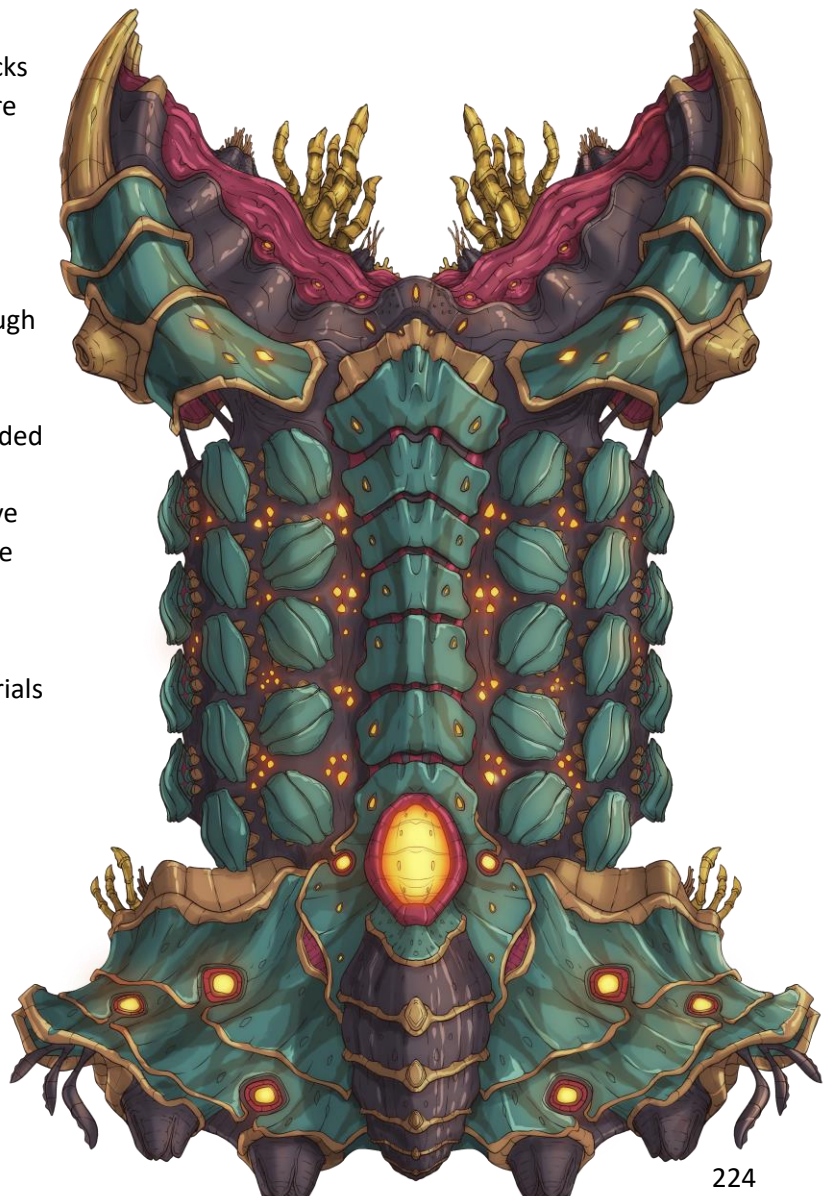
B – Roving Hive Core

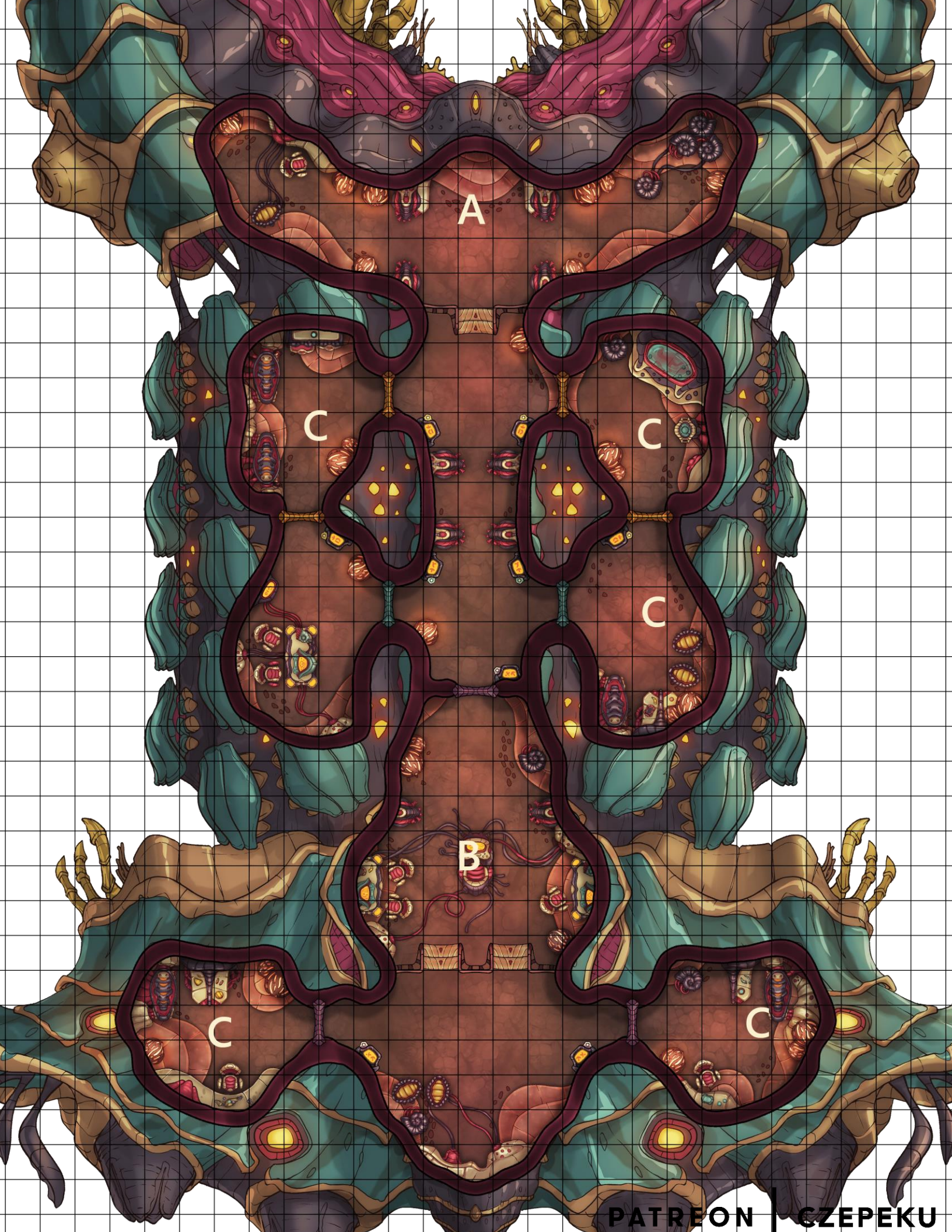
C – Spawning Chambers

A: The attachment section is where the roving hive will attach to other ships or space stations. If attached, the door will be open and anyone can walk right in.

B: If the core is destroyed, then the hive will no longer be able to produce more volucris and will shrivel up and die over the next 48-60 hours. The core has 10 life points at the tank scale.

The inside of the hive will be full of any remaining volucris and the doors act similarly to metal blast doors.





A

C

C

C

B

C

C

Starship Defenses

Besides the various enemies themselves you may run into across the starlanes, you will likely run into other defenses if you board an enemy ship or infiltrate their position. You may even use such defenses yourself.

Defense Threat Ratings

Setting the Threat Rating for defenses is far more situational, and the ratings listed should be taken with a very large grain of salt. Much depends upon the circumstances where they are encountered, and as GM you should feel free to increase or decrease them as appropriate. For example, a blast door on its own can be time consuming, but not life threatening on its own. If the noise of using explosives or other violent methods to punch through the doors will alert nearby foes and hacking them is difficult with a failed attempt setting off alarms and turrets, the threat is higher. If the blast door is cutting off escape from an overwhelming number of foes which

are just down the hall, the blast door becomes a major threat.

The threat ratings listed in this section are there as a baseline and for comparison between each other rather than hard and fast values, and they should be used as such.

Cameras

Many ships, stations, and planetary bases have cameras so that they can warn of intruders. Automated cameras have a static Spot TN which any character would have to beat with a Stealth check or be spotted.

There are two types of cameras. Automated cameras are on a totally closed system and sound an alarm when triggered. Centralized monitor banks allow a guard at a central location to use the guard's Awareness checks at a -10 penalty on up to 20 cameras at a time.

Camera Type	Awareness Spot/Notice TNs	Life	Damage Reduction	Threat Rating (Lead/Iron/Steel)
Basic Automated	12/12	1	3 (H)	1/.5/.1
Advanced Automated	15/15	1	3 (H)	4/2/1
Hardened Automated	15/15	1	4 (M)	6/3/2
Manual	*	1	3 (H)	3/2/1
Hardened Manual	*	1	4 (M)	6/3/2

*Uses the operator's Awareness TN with a -4 penalty on up to 20 cameras at a time.

Emplacements

In addition to armed troops and monstrosities, you may also run into various defenses you'll have to deal with as you travel the starlanes. Not only could

you run into them on space stations or on planet, but many starships have emplaced defenses at main intersections and protecting key parts of the ship such as engineering and the bridge.

All emplacements have a maintenance cost of 1% of their initial cost.

Automated Emplacements

Once turned on, automated emplacements attack anyone and everyone which comes within their range. Their accuracy is generally a bit low, but they can bring enough firepower to bear to be very dangerous nonetheless, all without putting the station's defenders in any sort of peril.

Automated emplacements are on a closed circuit to their control panel(s) to prevent it from being controlled by anyone who gains access to the ship or station's main computer network. However, while the control panel(s) generally have some sort of security measures, it is possible that a skilled enough hacker can take control over the automated defenses. Though, if a station's defenses are well designed, it can be difficult to reach the control panel(s) before already passing through the area which the automated defenses threaten.

Like a camera, an automated emplacement has a Spot TN which can be moved past with a Stealth check which meets or exceeds the TN.

An automated emplacement costs x3 weapon's cost plus \$3k. Making it advanced costs x6 the weapon plus \$10k.



Remote Emplacements

Remote emplacements have the advantage of automated emplacements in that they do not put any station defenders in direct peril. They also gain the advantage of being able to distinguish between friend and foe, allowing them to work in concert with troops at the scene. However, they are even more susceptible to hacking than their automated equivalents.

A remote emplacement costs 5x the weapon cost plus \$4k. This includes the cost of the control console.

Manual Emplacements

Manual emplacements remove the hacking risk of automated and remote emplacements entirely. However, they require a station defender to put themselves into the fray of combat to fire them. Manual emplacements generally have cover for the operator(s) and are usually very powerful weaponry.

The cost of manual emplacements are 2x the cost of the weapon(s) plus \$3k normally. Plus \$12k instead if it provides cover for the operator.

There are no Brawn requirements for Emplacements as the emplacement itself is wielding the weapon(s); the operator is just aiming and firing it.

Hacking Emplacements

If you are at a control panel you may attempt to hack it. The first higher number is the TN needed to take control of the turret while the lower number is the TN to shut it down.

Taking control of an auto-turret only turns it on, while taking control of a remote turret gives the hacker control of it.

Alarmed

Being encrypted to some degree is simply a matter of course for defenses throughout the starlanes to avoid giving up all meaning of security as hacking is a threat from nearly all attackers but the volucris. Besides being harder to hack, some defenses are alarmed so that hacking attacks which fail below a certain level will set off alarms which will make any defenders aware of the attempted breach of security.

Any attempt to “Take 8” with a Hacking check will automatically set off all alarms in the system.

Costs

While many of these defenses come with starships or space stations by default, they can also be added to a ship after construction, though at additional cost. The base costs listed here are for additional defenses built during the starship’s construction. The costs are x2 if being added to an existing ship or station.

This table is not intended to be exhaustive, especially for turrets as nearly any firearm can be

added to a turret or emplacement. The formula for the different turret types is included above.

Blast Doors

Some emplacements are designed to contain boarders rather than kill them directly. Normally these doors are kept open, but they can be activated at need to contain foes. These are often used in conjunction with other defenses, such as blast doors which trap boarders in a room with auto-turrets. Occasionally they are dangerous in their own right, such as being electrified or designed to contain noxious gases in a confined area with the boarders.

For more details on how to Breach or penetrate these doors, see Chapter 7 in the core rulebook, especially Table 7.4.

Item	Cost	Increased Ship Maintenance Cost
Basic Automated Camera x4	\$1k	\$50
Advanced Automated Camera x4	\$5k	\$100
Hardened Automated Camera x4	\$10k	\$50
Manual Camera x4	\$1k	\$50
Hardened Manual Camera x4	\$10k	\$50
Basic Blast Doors	\$2.5k	\$50
Heavy Blast Doors	\$8k	\$100
Secure Blast Doors	\$10k	\$100
Highly Secure Blast Doors	\$20k	\$250
Heavy Secure Blast Doors	\$20k	\$250
Gas Dispensers	\$500	\$10
Basic Light Machine Auto-Turret	\$5.4k	\$54
Advanced Light Machine Auto-Turret	\$14.8k	\$148
Basic Chain-gun Auto-Turret	\$15k	\$150
Advanced Chain-gun Auto-Turret	\$34k	\$340
Basic Light Machine Remote Turret	\$8k	\$80
Twin-Linked Chain-Gun Emplacement	\$28k	\$280
Hidden	X3	X1.5
Added After Ship Built	X2	X1

Basic Blast Doors

The most basic kind of blast doors, they are used both to close off sections of a ship which have been opened to vacuum, and to slow down intruders.

Hacking: TN 14/7 (On failing secondary 1 RAM Damage & door secured for the next hour.)

Toughness: Solid (see table 7.4)

Threat Rating: 4/2/1

normal security doors, these are anything but subtle, making the secure area obvious to all observers. For that reason, they are sometimes used as a final layer of defense after a more subtle outer layer.

Hacking: TN 16 (open) /12 (On failing secondary 1 RAM Damage, door secured for the next hour, and alarm sounds.)

Toughness: Fortified (see table 7.4)

Threat Rating: 15/10/6

Heavy Blast Doors

Often used in industrial areas such as on mining stations, heavy blast doors are designed to hold up to a beating.

Hacking: TN 14/7 (On failing secondary 1 RAM Damage & door secured for the next hour.)

Toughness: Armored (see table 7.4)

Threat Rating: 8/5/3

Secure Blast Doors

Often used in areas where more subtle infiltration is the real threat.

Hacking: TN 16/10 (On failing secondary 1 RAM Damage, door secured for the next hour, and alarm sounds.)

Toughness: Solid (see table 7.4)

Threat Rating: 8/5/3

Highly Secure Blast Doors

Used to protect some of the most secure areas aboard ships and space stations.

Hacking: TN 18/14 (On failing secondary 1 RAM Damage, door secured for the next hour, and alarm sounds.)

Toughness: Solid (see table 7.4)

Threat Rating: 10/6/4

Heavy Secure Blast Doors

Massive and highly secured doors used to stop or slow down all but the most powerful boarders and/or to protect highly secure areas. It should be noted though, that unlike

Gas Dispensers

One way to deal with unprepared boarders or rioters is to pump gas into a part of the ship. These should always be used in combination with blast doors to keep the gas away from the crew. The dispensers are deep in the wall vents and are designed to be difficult to destroy, but they can be attacked with grenades rolled down the vent blindly with a DD of 10 and 10 Durability at the Exo-suit scale. Gas dispensers are always concealed.

While designed for pumping gases into an area in 30 seconds (10 rounds), gas dispensers can also be used to pump the air out, but that takes 5 minutes as moving out all of the air is more difficult than a small amount of gas.

The price listed is for each square in the sealed in area. If the area is broken by opening blast doors or breaking through walls etc., the gas dispensers will immediately stop. If the area is already filled with gas, the gas will spread two squares per round up to 10 squares, with a -2 attack penalty per square from the original area.

While theoretically any sort of gas could be used, in practice only dispersal gasses similar to tear gas are ever used as anything deadly would be far too dangerous to have aboard a starship as it could be damaged and affect the crew etc.

Dispersal Gas

Attack: 3d10 vs BD

Damage: 1d6

Special: While Vitality damage happens normally, instead of taking Life damage the target is Blinded for the round.

Auto-Turrets

One of the most common emplaced defenses, auto-turrets are often used to protect key hallways and cross-corridors. Such defenses can be dangerous as a malfunction can cause them to be as dangerous to the ship's crew as to boarders.

Basic Light Machine Auto-Turret

The light machine auto-turret is firing basic small arms rounds.

Trigger: Target within 15 squares (30 meters) in specified direction(s)

Attack: +2d10 (-3) – always uses aim & auto-fire

Damage: 2d8 (H)

Life: 10 (H)

Damage Reduction: 3 (H)

DD: 8

BD: 6

MD: n/a

Awareness Spot/Notice TNs: 12/12

Control panel: Within 5 squares (10 meters) – Hacking: TN 14 (control) / 12 (shut down) / 7 (On failing tertiary TN, 1 RAM Damage & machine gun fires on you.)

Threat Rating: 3/1.5/.5

Advanced Light Machine Auto-Turret

Using a similar chassis and the same ammunition as a basic light machine auto-turret, the advanced variant has more advanced targeting systems and is more durable.

Trigger: Target within 15 squares (30 meters) in specified direction(s)

Attack: +2d10+5 (-6) – always uses autofire

Damage: 2d8+2 (H)

Life: 12 (H)

Damage Reduction: 4 (H)

DD: 11

BD: 6

MD: n/a

Awareness Spot/Notice TNs: 15/15

Control panel: Within 20 squares (40 meters) – Hacking: TN 18 (control) / 15 (shut down) / 10 (On failing tertiary TN, 1 RAM Damage & machine gun fires on you.)

Threat Rating: 4/2/1

Basic Chain-gun Auto-Turret

The chain-gun auto-turret is a threat to most targets. Large and imposing, they are used to hold choke points.

Trigger: Target within 25 squares (50 meters) in specified direction(s)

Attack: +2d12 (-7) – always uses aim & auto-fire

Damage: 3d10

Life: 10 (E)

Damage Reduction: 3 (E)

DD: 7

BD: 9

MD: n/a

Awareness Spot/Notice TNs: 12/12

Control panel: Within 5 squares (10 meters) – Hacking: TN 14 (control) / 12 (shut down) / 7 (On failing tertiary TN, 1 RAM Damage & machine gun fires on you.)

Threat Rating: 5/3/1

Advanced Chain-gun Auto-Turret

Much like its lighter equivalent, the advanced chain-gun auto-turret is in nearly every way superior to its basic counterpart, with superior craftsmanship and hidden behind heavy shielding which turns with it.

Trigger: Target within 25 squares (50 meters) in specified direction(s)

Attack: +2d12+5 (-7) – always uses aim & auto-fire

Damage: 3d10+2 (H)

Life: 14 (E)

Damage Reduction: 5 (E)

DD: 7

BD: 11

MD: n/a
Awareness Spot/Notice TNs: 15/15
Control panel: Within 30 squares (60 meters) – Hacking: TN 18 (control) / 15 (shut down) / 10 (On failing tertiary TN, 1 RAM Damage & machine gun fires on you.)
Threat Rating: 8/5/3

Remote Turrets

With the added advantage over auto-turrets of being able to be deployed along with other troops, remote turrets are often used at bottlenecks where any boarders are apt to run into defenders. The main drawback is that since their controls can't be self-contained, they are more vulnerable to hacking and potentially even being turned against the defenders. In addition, some crews don't have anyone aboard who are proficient at firing them.

Basic Light Machine Remote Turret
<i>The light machine turret isn't a threat to large heavily armored targets, but it's a threat to any infantry target, and it's especially useful for mowing down swarms of volucris, and all in a small enough package to fit most anywhere and placed on a budget.</i>
Attack: +2d10 (-3) – always uses aim & auto-fire
Control panel: Any – Hacking: TN 12 (shut down) / 7 (On failing tertiary TN, 1 RAM Damage & operator alerted to you.)
Damage: 2d8 (H)
Life: 10 (H)
Damage Reduction: 4 (H)
DD: 8
BD: 6
MD: n/a
Control panel: Within 5 squares (10 meters) – Hacking: TN 12 (shut down) / 7 (On failing tertiary TN, 1 RAM Damage & operator is alerted.)
Operator: At console within 50sq (100m)
Awareness Spot/Notice TNs: Operator-5

Threat Rating:	4/2/1
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Manual Emplacements

Twin-Linked Chain-Gun Emplacement

Little more than a seat, a pair of chain-guns, and a steel plate protecting the operator, this emplacement is perhaps the epitome of a simple yet effective design.

Attack: +2d12+2+Dex (-7) – always uses auto-fire

Damage: 3d10+2

Life: 15 (E)

Damage Reduction: 5 (E)

DD: 4

BD: 11

MD: n/a

Operator: Human Scale – In Cover

Threat Rating: 8/5/3

Hidden Emplacements

Any emplacement can be hidden in the wall, floor, or ceiling. This makes them require an Awareness TN of 16 to be noticed and doubles their DR when not deployed. It also makes them require 3x the base cost and 1.5x maintenance costs.

If hidden, it takes the emplacement an Action to be unhidden and ready to fire.

Manual Emplacements cannot be hidden.

Many turrets are hidden in areas where it would be seen as distasteful and/or dangerous to have turrets, such as a station shopping district or in an emissary's entrance corridor. The turrets remains discreetly hidden until such time as it is activated, at which time it becomes just as deadly as its more blatant counterparts.

Exo & Mecha

While the most common exo-suits and mecha used by humans are in the core rulebook, even the ones listed here are not entirely exhaustive. In general, the rarer the model the more expensive they are.

Human Exo & Mecha

Exo-Suits

Exo	Cost
Hercules	\$86,000
Minamoto	\$72,000
Perseus	\$77,000

Mecha

Mecha	Cost
Artemis	\$464,000
Atlas	\$500,000
Cronos	\$2,500,000
Wukong	\$458,000

Hercules (Exo-suit)

Relatively squat, the Hercules is used as the heavy weapon specialist in many squadrons. Some jockeys disparage the Hercules's sluggishness. However, with that sluggishness comes with the strength to take a mecha scale weapon into combat.

Hercules	
Height:	2.12meters
Weight (empty):	146 kilos
Required Willpower:	4
Brawn:	6/+1
Dexterity:	4
Agility:	3
Life:	18 (Exo)
Damage reduction:	6 (Exo)
Base Movement Speed (without shoulder mounted weapon stabilized): 2sqs (4 meters) / Run: 3sqs (6 meters)	
Base Movement Speed (with shoulder mounted weapon stabilized): 1sq (2 meters) / Run: 2sqs (4 meters)	
Armament: The Hercules is usually deployed with a mecha sized weapon attached to the shoulder. It can be fired on the move with one hand, but at a -6 accuracy. To be used without penalty, the Hercules must spend one Action stabilizing the weapon which takes both hands and lowers its speed to 1sq (2 meters) and base dodge defense by 2 due to spurs deploying from the back of the Hercules's feet for increased stability. Another Action is required to go back into normal mode.	
The mounted mecha sized weapon cannot be a heavy weapon.	

Standard Gear: Mecha scale Rifle (shoulder mounted) / Greataxe / Machine Pistol

Minamoto (Exo-suit)

The Minamoto was designed specifically to be a threat to mecha and tank sized targets, firing explosive arrows at them from a distance. To be better suited for this task, the Minamoto isn't symmetrical; it's left arm significantly longer than the right in order to give it a longer draw and more power with the integrated bow.

Minamoto
Height: 2.42 meters
Weight (empty): 124 kilos
Required Willpower: 4
Brawn: 3/-1
Dexterity: 5
Agility: 4
Life: 12 (Exo)
Damage reduction: 4 (Exo)
Base Movement Speed: 1sq (2 meters) / Run: 5sq (10 meters)
Special Gear: Iron Daikyu: Longer above the grip than below it, the Iron Daikyu was designed to let the Magimoto fire a variety of rounds at their foe. The Minamoto counts as having +2 Brawn with the Iron Daikyu. The weapon is treated as a bow in every way, except that, in addition to normal arrows, there are additional specialty arrows:
Rocket Launcher (Warhead Arrows): These are treated as a rocket launcher's damage with the attack roll and accuracy of a bow.
Concussion Grenade (Concussion Arrows): These deal damage and AOE as a human scale fragmentation grenade, but they use the accuracy of a bow. Unlike a grenade, they go off instantly.
Due to the Magimoto being designed around the Iron Daikyu, it is treated as having a scope.
Note: The Iron Daikyu is integrated into the Magimoto's left hand, so it can hold nothing else in it.

Standard Gear: 10 Fragmentation Arrows / 10 Warhead Arrows / Shortsword / Pistol

Perseus (Exo-suit)

Humans tried to design an exosuit which could fly as soon as they got access to the designing technology. Unfortunately, due to technology involved along with the lack of exosuit aerodynamics made that an impossible task. However, out of the attempt came the Perseus. Even with its Winged Sandals it can't fly, but it can do the next best thing, boosting over obstacles and enemies with equal ease, getting just where their enemies least want them.

Perseus
Height: 2.24 meters
Weight (empty): 122 kilos
Required Willpower: 4
Brawn: 4/+0
Dexterity: 4
Agility: 6
Life: 12 (Exo)
Damage reduction: 4 (Exo)
Base Movement Speed: 1sq (2 meters) / Run: 4sq (8 meters)
Winged Sandals: The Perseus has booster rockets integrated into its boots along with stabilizers in its back. Between its lack of aerodynamics and the quick overheating of the rockets, it can't actually fly. However, the Perseus can use their rockets to jump extreme distances. When making an Athletics check to jump, you may multiply your results by ten. The winged sandals cut normal runtime in half to 2 hours.
Special: The distance that you jump doesn't count towards your movement each turn. This also means that any foes which you jump over do not get to attack your passive defenses in melee unless they have another way to do so.
Special: The Perseus never takes falling damage so long as the jockey isn't helpless.

Standard Gear: Assault Rifle / Pistol / 2 Concussion Grenades / Broadsword

Artemis (Mecha)

With long lithe limbs, the Artemis is designed to provide mid-ranged supporting fire, while retaining enough mobility to keep from being pinned down while doing her favored hit & run tactics. Many consider her to be the queen of the open battlefield. At least as long as there's a bit of cover to hide behind and somewhere to fallback to.

Artemis	
Height:	3.52 meters
Weight (empty):	942 kilos
Required Willpower:	4
Brawn:	3/-1
Dexterity:	5
Agility:	6
Life:	12 (Mecha)
Damage reduction:	3 (Mecha)
Base Movement Speed:	6sqs (12 meters) / Run: 11sqs (22 meters)
Coiled motion: Due to their speed and lithe movements, an Artemis's Passive Defense is 5+.	

Standard Gear: Sniper Rifle. ST Pistol. Shortsword.
1 fusion shell.

Atlas (Mecha)

Relatively squat, the Atlas is used as the heavy weapon specialist in many squadrons. Some pilots disparage the Atlas's sluggishness. However, with that sluggishness comes with the strength to take a battle cannon into combat.

Atlas
Height: 2.96 meters
Weight (empty): 1,482 kilos
Required Willpower: 4
Brawn: 6/+1
Dexterity: 3
Agility: 3
Life: 20 (Mecha)
Damage reduction: 6 (Mecha)
Base Movement Speed: 1sq (2 meters) / Run: 3sq (6 meters)
Armament: The Atlas is deployed with a shoulder mounted Light Battle Cannon. It can be fired on the move with one hand, but at a -6 accuracy. To be used without penalty, the Atlas must spend one Action stabilizing the weapon which takes both hands and prevents the Atlas from running. Another Action is required to go back into normal mode.

Standard Gear: Battle Cannon (shoulder mounted) / Greatsword / Machine Pistol

Wukong (Mecha)

The Wukong is built for maneuverability. With integrated rockets in its feet to help propel it over chasms and straight up walls, along with clawed hands and a pair of grappling hook launchers installed into its torso, few obstacles can slow the Wukong down, much less stop it. In the close confines of a space installation or ship, a Wukong can flank from places that their enemies least expect and, if need be, run away through areas where they can't follow.

Wukong	
Height:	3.15 meters
Weight (empty):	896 kilos
Required Willpower:	4
Brawn:	3/-1
Dexterity:	4
Agility:	6
Life:	14 (Mecha)
Damage reduction:	4 (Mecha)
Base Movement Speed:	4sqs (8 meters) / Run: 7sqs (14 meters)
Maneuvering Gear: The Wukong's jets and maneuvering gear give it unmatched maneuverability in comparison to the other mecha. For Acrobatics and Athletics checks, the Wukong jockey multiplies all results by four. The maneuvering great cuts the normal runtime in half to 2 hours.	

Standard Gear: Machine Pistol / Shortsword

Tank Scale Mecha

Size – 3x3

Passive Physical Defense: 0+Agility – all firearms ignore the first range increment penalty

Passive Physical Defense: 16+Brawn

Cronos

When deployed, a single Cronos is a massive force on the battlefield. Unfortunately, it is too large to be effective on many of the battles which take place on ships and stations. When it does go into battle, it can dominate other mecha in nearly the same manner that other mechas dominate normal troops. Due to this, Cronos mechas tend to be magnets for enemy fire, everything from troop carried rocket launchers, to artillery, to strafing aircraft, all trying to put it down. Fortunately for the Cronos jockeys, putting one down isn't an easy task.

Cronos	
Height:	6.38 meters
Weight (empty):	22,147 kilos
Required Willpower:	5
Brawn:	6/+0
Dexterity:	5
Agility:	5
Life:	16 (Tank)
Damage reduction:	7 (Tank)
Base Movement Speed:	2sqs (4 meters) / Run: 7sqs (14 meters)
Heavy Strain: Jockeying the Cronos is a constant strain and forces the jockey's nervous system to be even more closely linked. Any life damage the Cronos takes counts as double for Strain. In addition, focusing upon finesse tasks is difficult as the strain is distracting, so all of the jockey's skill check results are cut in half.	

Note: The skill penalty includes 'take X' results and DCs which are derived from the jockey's skills.

Standard Gear: Assault Rifle. Boarding axe. Gatling Cannon. Revolver.

Non-Human Exo & Mecha

While the PCs are most likely to deal with human mecha, since they are the only ones which they can jockey, they are not the only ones. Builders have jockeyed them for centuries, and more recently with the human successes with mecha, other species have attempted to recreate their own, whether directly or by focusing on similar technologies.

Enlil

By far the most common mecha across the starlanes, the Enlil has been the workhorse of the builders for centuries. Due to the technology of mecha and jacking being originally designed for the builders, the Enfil is more efficient than any other mecha, but it is still not effective in combat as the jockeys are builders, as well as not being armored. Instead, Enlil are designed for use in large-scale construction projects, including in the vacuum of space.

Unlike mecha built for combat, the Enlil is able to work while plugged in with a long cable so that it doesn't need to recharge constantly while being used for construction.

Enlil
Height: 2.7 meters
Weight (empty): 194 kilos
Required Willpower: 2
Brawn: 4/+2
Dexterity: 4/+1
Agility: 1/+0
Life: 6 (Mecha)
Damage reduction: 2 (Mecha)
Base Movement Speed: 1sq (2 meters) / Run: 2sq (4 meters)

Starlane Armory

Weapon Qualities

In addition to the weapon qualities listed in the core rulebook, some of the weapons in the Starlane Armory have additional weapon qualities.

Bipod: Some firearms are designed to be used with the bipod which is attached near the muzzle of the weapon, and without using it you cut your total attack roll in half (rounded up). One Action is needed to properly settle the weapon onto the bipod onto a solid surface. This allows the wielder of said weapons to fire in one direction (180degree angle) in front of you without penalty. No Action is needed to move it away from where it is settled, but it would then need to be re-settled to avoid the penalty again. If there is no suitably high surface such as a table, the user must go prone to use a bipod.

A Bipod may be added to any firearm to reduce Brawn requirements by half and reduce range increment penalties in half (rounded up) while the bipod is being used. This reduction does not apply to firearms with the Bipod quality. This must be added to the firearm as a customization which as shown in the Firearm Customization section.

-	-	-	-	-
-	-		-	-
X	X	X	X	X
X	X	X	X	X
X	X	X	X	X

Critical Impact: On a critical hit, the target takes an additional 1d6 damage.

Destructive: This weapon gains 2x bonus damage from Mettle and is Low Penetration.

Penetrating Critical: On a critical hit, the weapon gains Armor Piercing.

Reach: During the first round of a melee combat your target(s) take a -10 penalty on any melee attack roll.

Stable: An auto-fire weapon with Stable does not take x2 ranged penalties when using auto-fire. They still lose Sharpness bonus damage.

Melee Weapons – Any Scale

Item	Cost	Attack Bonus	Damage	Brw Req.	Weight	Special
Battleaxe	\$300	2d8+Brw+Dex	1d10+1.5xBrw	9/5	2kg	Bulky / Critical Impact
Broadsword	\$300	3d6+Brw+Dex	1d10+Brw	3/2	1.5kg	
Chain-Blade	\$3k	2d10+Brw	1d20+1.5xBrw	12/5	7kg	Destructive / Very Bulky
Explosive Pike*	\$1,600	1d10+Brw+Dex	1d20 (M)	-/5	8kg	Reach / Very Bulky
Maul	\$500	2d8+Brw+Dex	1d12+1.5xBrw	14/6	3kg	Critical Impact / Bulky
Polearm	\$400	2d6+Brw+Dex	2d8+1.5xBrw	-/4	4kg	Reach / Very Bulky
Power Hammer	\$9k	2d6+Brw+Dex	1d8+Brw (scale +1)	15/6	6kg	Critical Impact / Very Bulky
Thrusting Blade	\$600	3d6+Agl+Dex	1d10+0.5xBrw	4/-	1kg	Penetrating Critical

*After the first damage dealt, the explosive pike is treated as a club.

Battleaxe: A heavy axe which allows a strong character to take advantage of their brawn.

Broadsword: A slightly smaller blade which is easier to wield one-handed.

Chain-Blade: Primarily used by the krakiz, a chain-blade is essentially a chainsaw attached to a sword handle. While it can be effective, it is very unwieldy and takes time to rev up the engine.

Explosive Pike: A polearm with a shaped explosive tip, it can be highly effective against some of the larger alien monstrosities across the starlanes.

Maul: A large war hammer.

Polearm: While not a common sight across the starlanes, the long reach of a polearm can be useful to defend tight passages against foes such as volucris who will always close to melee.

Power Hammer: Wielded with an attached power gauntlet which goes halfway up your forearm using similar technology to an exo-suit, a power-hammer can deliver massively heavy blows.

Thrusting Blade: A sword designed for stabbing through weak points in armor.

Ranged Weapons – Any Scale

Item	Cost	Atk Bonus	Damage	Increment Penalty	Brw Req.	Weight	Special
Bow	\$250	2d6+Dex	1d4+Brw+Shp	-6	-/4	3kg	Single Shot / Bulky
Cartridge Pistol	\$700	2d8+Dex	2d10+Shp	-6	8/4	2kg	Single Shot

Heavy Machine-Gun	\$2.5k	3d10+Dex	5d6	-4	16/6	5kg	Auto / Bipod / Very Bulky
Shot Thrower	\$300	2d10+Dex	2d12	-8	6/2	3kg	Light / Low Pen
Target Pistol	\$400	2d8+Dex	2d4+Shp	-4	2/1	.5kg	Light

Bow: As you might expect, a bow is for firing arrow. It is only occasionally used as a normal bow & arrow, but it is more often used as a delivery vehicle for various munitions. A bow uses the Firearm Ranged Increments table.

Cartridge Pistol: Unlike the vast majority of small arms, a cartridge pistol uses single shots at a time. Often these can be customized and special ones may be used. By changing ammunition a cartridge pistol may choose to fire other types of rounds with each shot. (See Firearm Customization.)

Heavy Machine-Gun: A powerful anti-infantry weapon, the heavy machine-gun requires setup with a bipod to use accurately.

Shot Thrower: A simple design; the shot thrower is a favorite of the krakiz, but some others have picked it up. Effectively the shot thrower is a small shotgun. The low penetration makes it optimal when firing at smaller targets.

Target Pistol: A more accurate but less damaging variant of the pistol.

Special Weapons – Human Only Scale

Item	Cost	Attack Bonus	Damage	Increment Penalty	Brw Req.	Weight
AA Launcher	\$12k	TN 25	2d12 (M)	n/a	-/3	15kg
Underslung Launcher	\$1k	Special	Special	-16 per 5	-/4	1.5kg

AA (Anti-Aircraft) Launcher

Despite the name, the AA launcher can be used against either aircraft or other vehicles. See chapter 10 of the core book for how they are used. If fired at a ground vehicle, there is no effect if the target is within 50 meters, as the missiles require that long to arm.

Special: Very Bulky / Single Shot

Underslung Launcher

An underslung launcher may fire any grenade of the same area, damage, and all other special rules as does the as the grenade which is loaded into it. An underslung launcher may be attached to a rifle or an assault rifle. When it is attached to a weapon they become a single bulky weapon and add +2 to all Brawn requirements for the weapon. Reloading it acts as drawing a very bulky weapon.

Special: Grenade / Single Shot

Mines – Human Scale

Item	Cost	Attack Bonus	Area	Damage	Placement	Awareness	Weight
Phosphorous Mine	\$700	2d10	2x2 square	2d8ap	TN 14	DC 10/20	1kg

Stealth Mine	\$1.4k	2d10	3x3	4d6	TN 19	DC 14/24	.5kg
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Phosphorous Mine: Phosphorous mines hit a small area, specializing in dealing with heavily armored boarding parties. The payload is also smaller and somewhat harder to spot than

Stealth Mine: A stealth mine is a concussion mine which is difficult to place and gives up some of its firepower to be far harder to spot. A stealth mine can be placed with the same ease as a normal concussion mine, but then uses the Awareness TN for a concussion mine.

Ranged Weapons – Mecha Only Scale

Item	Cost	Attack Bonus	Damage	Increment Penalty	Brw Req.	Weight	Special
ST (Small Target) Pistol	\$12k	2d12+Dex	4d8+Shp (H)	-6	3/2	10kg	AP / Auto / Stable
Battle Cannon AT (Anti-Tank)*	\$30k	2d10+Dex	4d8	-4	20/8	30kg	AP / Single Shot
Battle Cannon – Explosive*	\$30k	2d10+Dex – 3x3 area	2d8 (E)	-4	20/8	30kg	Explosive / Single Shot
Gatling Cannon	\$40k	3d8+Dex	3d10 (E)	-5	14/4	22kg	Auto Only
Fusion Shell	\$5k**	2d10+Dex	3d12 (T)	-12	10/-	5kg	AP / Single Shot

*The Battle Cannon is the same, they choose which ammunition to load.

**This is per round thrown.

Ranged Weapons – Tank Only Scale

Item	Cost	Attack Bonus	Damage	Increment Penalty	Brw Req.	Weight	Special
Battle Cannon AT (Anti-Tank)*	\$150k	2d10+Dex	4d8	-4	20/8	30kg	AP / Single Shot
Battle Cannon – Explosive*	\$150k	2d10+Dex – 3x3 area	2d8 (M)	-4	20/8	30kg	Explosive / Single Shot
Gatling Cannon	\$200k	3d8+Dex	3d10 (M)	-5	14/4	110kg	Auto Only
ST (Small Target) Pistol	\$60k	2d12+Dex	4d8+Shp (E)	-6	4/2	50kg	AP / Auto / Stable

*The Battle Cannon is the same, they choose which ammunition to load.

Battle Cannon: What would be considered a tank's main battle tank. When each shot is loaded you can choose to fire either anti-tank rounds or explosive rounds.

Gatling Cannon: A rapid-fire weapon used for dealing with smaller targets.

Fusion Shell: A single thrown projectile with a tiny fusion device at its center, used for dealing with heavily armored targets at extremely close range.

ST (Small Target) Pistol: The ST pistol fires a huge stream of smaller ammo perfect for mecha dealing with much smaller targets.

Armor

Primitive: Primitive armor treats all firearms as armor piercing.

Armor – Any Scale

Item	Cost	Damage Reduction	Skill Penalty Dice	DD Penalty When Running	Brw Req.	Weight	Special
Chainmail	\$800	4	-1	-2	6/3	10kg	Primitive
Civy Vac Suit	\$9k	2	0	0	4/2	6kg	Vac Suit
Leather Armor	\$400	2	-0	0	4/2	4kg	Primitive
Plate Armor	\$1k	6	-2	-3	8/4	20kg	Primitive

Chainmail: A suit of metal links.

Civy Vac Suit: A vac suit designed to look like a normal civilian outfit; for humans likely a suit and tie. By adding a helmet and gloves, it immediately becomes a serviceable space suit, albeit with half the normal air capacity.

Leather Armor: Tanned hides fashioned into armor; leather armor is less effective than more modern equivalents. Usually worn for cultural reasons.

Plate Armor: While certainly primitive, plate armor is sometimes favored by krakiz mercenaries when going up against the volucris.

Personnel Equipment

Item	Cost	Description	Weight
Air Tank	\$500	A refill of air for up to 4 space suits.	2kg
Battering Ram	\$200	A meter long battering ram for breaching doors.	20kg
Bug Sweeper	\$2k	Handheld device to search for listening devices.	3kg
Camera	\$100	A hand-held camera for taking digital photo or video.	.5kg
Data Tap (Bug)	\$1k	Connects to a computer system and sends out data.	.1kg
Drone (Capek)	n/a	A Capek Drone which protects its charge.	2kg
Fire Extinguisher	\$100	Puts out fires.	4kg
Flamethrower Tank	\$600	A steel tank used to fuel a flamethrower.	5/10kg
Flamethrower Tank Refill	\$500	A refill of both fuel and propellant for a flamethrower.	6kg
Flare	\$20	Makes a bright fire to illuminate.	.2kg
Grav Harness	\$10k	Can change the level of gravity by one.	3kg
Jammer	\$2k	Block wireless communications out to 50m.	1kg
Jammer, Advanced	\$10k	Block wireless communications out to 1k.	1kg
Jammer, Heavy	\$2k	Block wireless communications out to 1k.	12kg
Listening Device (Bug)	\$100	A small covert listening device for short-range listening.	.1kg
Listening Device (Bug) – Advanced	\$2k	A longer range bug.	.1kg
Night-Vision Goggles	\$1k	Goggles which allow you to see in total darkness	1kg
Psy Blockers	\$300	A drug which gives a large penalty to all psychic abilities for 8hrs.	0kg
Translator	\$500	Used to translate written or spoken language.	.5kg
Tripod	\$500	Can be set up as a base to any weapon with a bipod.	15kg
Wall-Cutter	\$3k	A powerful circular saw specialized in cutting through walls.	15kg

Air Tank: An air tank can be used to replenish space suits with breathable air up to four times. The air tank itself can also be refilled. This can be used for longer jobs on stations with either no breathable air or if there is risk of poison or various spores etc.

Battering Ram: This battering ram allows human scale characters to melee breach doors as if they were one scale larger. In addition, two characters of the same scale may use the battering ram together and combine their Brawn into one check. Battering rams for larger scale characters also exist and cost 3x as much per scale increase.

Bug Sweeper: A bug sweeper gives a +5 modifier to Search checks to find a bug.

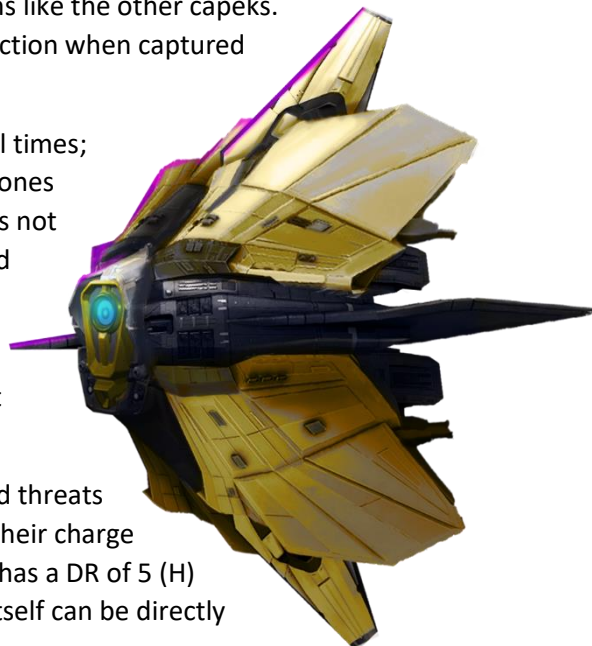
Camera: This hand-held camera is used to take digital photos or video. It is of high quality and can be zoomed in at the time or in post up to 50x.

Drone: It is unclear if the capek drones are themselves synthetic lifeforms like the other capeks. None have been recorded as being captured intact due to their self-destruction when captured or severely damaged.

It is believed that each ignav had a personal drone to serve them at all times; something like a cross between a cell phone and a basic guard unit. The drones that remain are now used by the capek leaders; primarily the legate but it's not rare for officers of the legion to be gifted one either permanently or loaned one while on an important mission.

Drones will hover nearby their charge, acting as communicator, computer, and defense system. While primarily used to block shots as part of a guard force, drones do have some on-board weaponry.

A Drone wields a machine pistol which automatically fires at perceived threats within 10 squares (20 meters) with a +3 Dexterity bonus. Once per turn if their charge would take a hit, the drone can choose to take that hit instead. The drone has a DR of 5 (H) and any damage will knock it out of commission permanently. The drone itself can be directly attacked with a DD of 15 and BD of 5.



Fire Extinguisher: A powerful hand-held fire extinguisher, it can put out one square of fire in one action. The square will not re-catch fire for one minute. It can be used on up to 10 squares before being used up.

Flamethrower Tank: These tanks are required to be worn on the back in order to fuel a flamethrower. They include both the fuel for the flames and the propellant. It comes empty. It weighs 5kg when empty and 10kg when full.

Flamethrower Tank Refill: This is a refill for a flamethrower tank, replenishing both the flammable fuel and the propellant.

Flare: A flare will make a bright light for 10 minutes. This will create full light out to 10m (5sq) and be visible to others out to 100m (50sq).

Grav Harness: This harness can effectively change the level of gravity by one rank. High gravity can become normal. Normal can become high or low. Low can become normal or zero etc.

A grav harness can also reduce the damage taken from gravity bombardments by 1 point per round.

The harness's batteries can work for a total of one hour before requiring a recharge.

Jammer: A jammer blocks wireless communication out to 50m. It can do so up to 2hr on a battery or be plugged in. It can be tracked with a Hacking TN 12 check to the nearest 5m cube.

An advanced jammer blocks wireless communications out to 1 kilometer. It can be tracked with a Hacking TN 15 check to the nearest 20m cube.

A heavy jammer works the same as an advanced jammer but must be plugged in.

Using a jammer on a space station without permission from the local authorities would almost always be illegal, and the security forces would be sent to track down the jammer quickly.

Listening Device (Bug): A bug can be placed with a Stealth check with a +5 modifier against being Spotted due to its small size. The +5 modifier does not apply to Investigation checks to Search for it. By default it is audio only. To be visual the price is doubled and a -2 on Stealth checks to place.

Normally a bug can only transmit up to 100m, but the advanced bug can transmit up to 10km.

Night-vision Goggles: When worn in total darkness you can see, though you still treat everything as being in concealment due to odd images and foes do not gain the Stealth bonus for being in total darkness. When worn in dim light foes do not gain the Stealth bonus against you. When worn in normal light you are Blinded.

Note: Equipping them over your eyes from your forehead or taken off your eyes and placed back on your forehead as an Action.

Psy Blockers: Still little more than prototypes, this is a single psy blocker dose which takes 30m to work and will give a -10 penalty psychic rolls for 8hrs. This includes skill checks, attack rolls, and damage rolls. If a skill roll or attack roll's total is less than 10, it fizzles out entirely to no effect, though any Psyche points are still spent.

Translator: While the vast majority of sapient out among the stars speak the builders' language at least competently as a trade language, that isn't universally true. In addition, many will still speak their own language amongst themselves.

A translator can change any one language into the builders' tongue or vice versa with a high degree of accuracy, either spoken or written, though not everything will translate perfectly due to the differences in grammar etc.

Tripod: Any weapon with a bipod attachment may instead use a tripod. A tripod may be set up anywhere in 3 Actions and allows a bipod weapon to be used on it similarly to a suitable piece of terrain. In addition, the user may switch the weapon's field of fire by using their Movement instead of requiring an Action.

Wall-cutter: A high powered circular saw with a diamond edged blade, this is a tool specialized in cutting through metal walls, though it has limits. A wall-cutter can get through up to Average walls in a number of minutes equal to the number of demolition charges required, and through equivalent doors in half that time. While loud on the side of the saw, the wall-cutter is only moderately loud on the other side.

Firearm Customization

While this book along with the core rulebook include many of the most common and popular weapons found throughout the starlanes, as you travel across the galaxy you may want to have a custom weapon. Due to being custom, these are expensive, and no one else is going to pay as much for them as they will cost you.

These modifications range from built-in scopes, to increasing the power of the weapon, to miniaturization. All of these changes come with their own drawbacks, as well as increasing the weapon price.

All customization comes with an advantage and with drawback(s). If a weapon already has the drawback in question, that customization cannot be applied to it. For example, since a rocket launcher is already a single-shot weapon, it cannot be miniaturized.

Multiple customizations can be applied to the same weapon, but the drawbacks combine and the costs multiply. For example, if a hand cannon (base cost \$700) were both miniaturized and powered up, it would cost \$7,000 (x10), require +2 Brawn (8/5), and be single shot. Its size would be normal, as the advantage of the miniaturization would counter the increased size drawback of being powered up.

A firearm customization cannot be added if a weapon already has the listed disadvantage. For example, a shotgun can't have frangible rounds added because shotguns already have Low Penetration.

There are some more common changes are explained in detail.

Slower Firing: This slows down firing. If the weapon has auto-fire, it is removed. If it doesn't have auto-fire, it is changed to a single shot weapon. A single shot weapon cannot have any modification with this disadvantage applied.

Design Note: The firearm customization rules are entirely optional. They are not intended to be a requirement for character advancement, but instead as an option to further customize your gameplay. If as a GM you don't want to deal with these rules, you should feel free to ignore them as no other system mechanics are built upon them.



Weapon size increase/decrease: There are a total of four weapon sizes; light, normal, bulky, and very bulky. Any increase or decrease will move the weapon's size one notch up or down the list.

Bipod	
Cost:	+300
Advantage:	Attaches a bipod to the weapon to allow it to use the bipod and cut all Brawn requirements in half.
Disadvantages:	Weapon increases by one size

Destructive Rounds	
Cost:	x2
Advantage:	Destructive (which includes Low Penetration if not already on weapon).
Disadvantages:	+2 Brawn Requirement

Frangible Rounds	
Cost:	+400
Advantage:	Critical Impact
Disadvantages:	Low Penetration (overrides armor piercing or critical penetration)

Gyrostabilizer	
Cost:	x10
Advantage:	Weapon gains the Stable quality.
Disadvantages:	Weapon increases by two sizes
	Brawn Requirement +3

Hard Core Rounds	
Cost:	+400
Advantage:	Critical Penetration
Disadvantages:	-2 damage

Miniaturization	
Cost:	x5
Advantage:	Weapon drops by one size
Disadvantages:	Brawn Requirement +5
Special:	Cannot be used for weapons with Single Shot

Powered Up	
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Cost:	x2
Advantage:	+2 damage
Disadvantages:	Brawn Requirement +3
	Weapon increases by one size

Range Increase	
Cost:	x5
Advantage:	Reduce range increment penalty by 1
Disadvantages:	Brawn +2
	Slower Firing

Wrist Mounted	
<i>Most commonly used by the krakiz, wrist mounted weapons are difficult to handle but allow one to keep their hand free.</i>	
Cost:	x5
Advantage:	Can be fired while keeping the hand free.
Disadvantages:	Weapon increases by three sizes
	Brawn +3
	Wrist Mounted weapon's Brawn requirements are combined with any weapon held in the hand.
	Additional 1 point of range increment penalty.
	Cannot work with single shot weapons

Vehicles



Light Tank (tank scale)

Seating: 4 (2 front/2back)
Space: 3x4. (long)
Crew: Pilot (front), Gunner (front)
Life: 10 (tank scale)
Armor: 4
Maneuverability: -2
Speed: 1-16/17-80
Passive Defense: 0+speed rating
Armament: Light Battle Cannon (gunner/turret)
Heavy Machine Gun (H) (gunner/turret)
Heavy Machine Gun (H) (pilot/front arc)

MBL (Main Battle Line) Tank (tank scale)
Seating: 6 (3 front/3back)
Space: 4x6. (long)
Crew: Pilot (front), Gunner A (front), Gunner B (back)
Life: 30 (tank scale)
Armor: 8
Maneuverability: -5
Speed: 1-12/13-60
Passive Defense: (-3)+speed rating
Special: Lumbering
Armament:
Battle Cannon (gunner A/turret)
Heavy Machine Gun (H) (gunner A/turret)
Heavy Machine Gun (H) (pilot/front arc)
Heavy Machine Gun (H) (gunner B/left arc)
Heavy Machine Gun (H) (gunner B/right arc)