

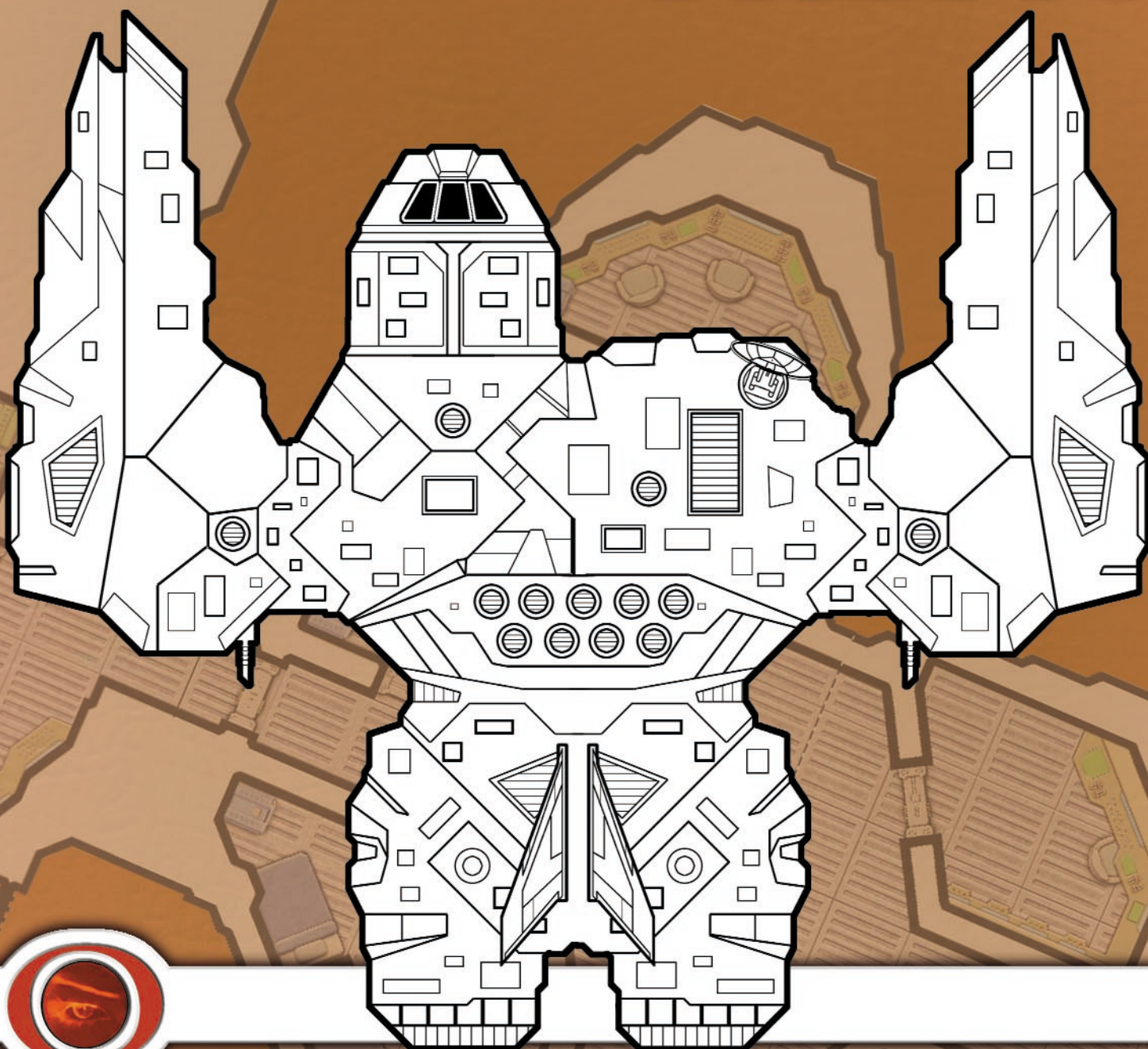
FUTURE



Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

DATASTREAM

06.2005



INTRODUCTION

Welcome to the first monthly collection of material published through Ronin Arts' *Future: Datastream*. For those of you new to the *Datastream* you're about to get a look at material that subscribers to the *Datastream* received in their e-mail throughout the month of June, 2005. Currently, the *Datastream* is scheduled to run until the end of December, 2005, at which point a master collection will be created and released – free of charge – to subscribers. There are currently no plans to extend the *Datastream* into 2006 though if there is a demand we would be happy to do so.

To discuss the *Datastream* with other subscribers please visit our official forums, hosted at www.d20projects.com. Subscribers are encouraged to contact Ronin Arts with suggestions and requests – we want to release material through the *Datastream* that is useful to *your* campaign.

OPEN GAME CONTENT

All of the text of this PDF is presented as open game content. While this means absolutely nothing to your campaign it does give other publishers permission to use this material as long as they follow the open game license (see the end of this PDF).

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MECHA RULES AND INFORMATION

MEDIUM MECHA

Mecha Size/Type: Medium

Size Modifier: -

Equipment Slots: 5

Hit Points: 50

Base Speed: 30 ft.

Height: 6-8 ft.

Weight: 250-500 lbs.

Fighting Space: 5 ft. by 5 ft.

Reach: 5 ft.

Purchase DC: 35

Restriction: Res (+2)

Though they are classified as mecha, Medium mecha are essentially suits of power armor. A typical Medium mecha is only a few inches taller than the mecha's pilot – often referred to as a wearer – and does little to restrict the mecha pilot's natural abilities. Medium mecha are most frequently used by guards, special forces, and other troops that benefit from the mecha's small size.

Combat Statistics: A Medium mecha adds a +4 equipment bonus to a character's Strength score. It imposes no size penalty on attack or defense rolls. Depending on the material used, a Medium mecha has 50 bonus hit points, which are added to the character's total and subtracted first when the char-

acter takes damage. Medium mecha take a -2 penalty on Hide checks.

A Medium mecha has a single slam attack that deals 1d6 points of damage (plus the character's increased Strength modifier). Its reach is 5 feet, and its base speed is 30 feet.

Base Purchase DC: 35.

Equipment Slots: A Medium mecha has 5 equipment slots available. These slots are located as follows.

Back: 1 slot.

Left arm: 1 slot.

Right arm: 1 slot.

Shoulders: 1 slot.

Torso: 1 slot.

OFFICER (PL 5)

Constructed during the early stages of PL 5, the Officer was an urban mecha designed specifically for the use of police units. Equipped with dual M-9 Barrage chainguns and rollers – small wheels that pop out of the mecha's feet – the Officer was primarily used by police during high speed chase and SWAT operations. In comparison to military designs of the era, the Officer was lightly armored – its plastisteel construction was inferior to the aluministeel typically used in PL 5 designs.

Backwater worlds and poorly financed governments and military forces during later Progress Levels (especially PL 7 or higher) tend to rely on Officer mecha since they're cheap and easily purchased from larger governments that are upgrading to more advanced designs.

An Officer installed with the standard equipment package (see below) has a purchase DC of 35.

Size: Large.

Bonus Hit Points: 100.

Superstructure: Plastisteel

Hardness: 5

Armor: Plastisteel

Bonus to Defense: +6.

Armor Penalty: -4

Reach: 10 ft.

Strength Bonus: +8.

Dexterity Penalty: -.

Speed: 30 ft. (55 ft. with rollers engaged).

Base Purchase DC: 34.

Standard Equipment Package: Pilot's cockpit (helmet and torso), Bulwark tactical shield (left arm), 2 M-9 Barrage chainguns (right arm and shoulders), comm. system (no slots), life support system (1 slot equivalent), rollers (1 slot equivalent).

PLASTISTEEL SUPERSTRUCTURE (PL 5)

This composite of plastic and metal is lightweight and cheaper than the more resilient aluministeel (see below). Plastisteel can also be used for armor (see below).

Hardness: 5.

Base Purchase DC Modifier: -6.

PLASTISTEEL ARMOR (PL 5)

This composite of plastic and metal is lightweight and cheaper than the more resilient aluministeel (see below). Plastisteel can also be used as a building material for mecha superstructures (see above).

Equipment Bonus: +2.

Armor Penalty: -4.

Speed Penalty: None.

Purchase DC: 3 + one-half the mecha's base purchase DC.

TILTROTOR PROPULSION SYSTEM (PL 5)

Mounting twin rotors, one on each shoulder, on extended drive housings, the tiltrotor propulsion system provides a mecha with limited vertical and short take off and landing (VTOL) capabilities. A mecha equipped with a tiltrotor propulsion system gains a fly speed (clumsy) equal to twice its final ground speed. A tiltrotor propulsion system is a basic ICE system that carries enough fuel for the mecha to operate in flight a total of 4 hours. Refueling a tiltrotor propulsion system has a purchase DC of 12.

The individual rotors each have a hardness of 3 and 15 hit points and if even one of the two rotors is destroyed the mecha loses its flight capability. Targeting a rotor is possible though very difficult: the attacker suffers a -10 penalty on attack rolls against a tiltrotor.

Only mecha of medium or large size may be equipped with a tiltrotor propulsion system. After Progress Level 6 new mecha designs, for the most part, do not use tiltrotor propulsion systems. A tiltrotor propulsion system will not operate in space.

Equipment Slots: 1, must be shoulders.

Activation: None.

Range: Personal.

Target: You.

Duration: See text.

Saving Throw: None.

Purchase DC: 5 + one-half the mecha's base purchase DC.

Restriction: None.

ROLLERS (PL 5)

Retractable wheels mounted in the feet of your mecha, rollers are usable only on smooth, clear surfaces like roads or some deserts. Medium and large-sized mecha found in urban environments, such as police mecha, are frequently equipped with rollers. A mecha equipped with rollers, when the wheels are activated, increases its land speed by 25 ft. Activating or deactivating rollers is an attack action. If rollers are activated on anything but a smooth surface the mecha pilot must make a Drive check (DC 20) each round that the mecha moves; additionally, the mecha does not gain an increase to land speed when attempting to use rollers on a non-smooth surface.

Rollers are built into the base of your mecha's feet and cannot normally be targeted during combat. Each wheel has 10 hit points.

A mecha equipped with rollers loses one equipment slot.

Equipment Slots: 1, (equivalent).

Activation: Attack action.

Range: Personal.

Target: You.

Duration: Variable, see text.

Saving Throw: None.

Purchase DC: 4 + one-quarter the mecha's base purchase DC.

Restriction: None.

TREADS (PL 5)

Similar to rollers (see above) except that each one of the mecha's feet is equipped with a single tread system that grants the mecha a +10 ft. speed bonus on any surface, when the treads are activated. Battlefield and construction mecha are most likely to use treads. Activating/deactivating treads is an attack action.

Treads are built into the base of your mecha's feet and cannot normally be targeted during combat. Each tread has 15 hit points.

A mecha may not be equipped with both rollers and treads.

A mecha equipped with treads loses one equipment slot.

Equipment Slots: 1, (equivalent).

Activation: Attack action.

Range: Personal.

Target: You.

Duration: Variable, see text.

Saving Throw: None.

Purchase DC: 3 + one-quarter the mecha's base purchase DC.

Restriction: None.

EXTERNAL EQUIPMENT POD (PL 6)

Designed to carry additional systems, an external equipment pod bolts onto a mecha's shoulders or back and enables the mecha to carry more weapons, defensive systems, or equipment than the design normally allows. A single mecha design may include up to two external equipment pods.

Each external equipment pod may hold up to 2 equipment slots worth of equipment – this does not count against the mecha's normal equipment slot limit. The exact type of equipment that an external equipment pod may carry is limited to non-sensor, non-character items. The GM has final approval on what can and cannot be installed in an external equipment pod.

Equipment Slots: 1, must be shoulders or torso.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 5 + one-quarter the mecha's base purchase DC.

Restriction: None.

STRENGTH BOOST (PL 6)

The mecha is equipped with a powered hydraulic and control system that temporarily increases the mecha's overall strength. Once activated, the mecha's equipment bonus to Strength is increased by +2 for ten rounds. Once used, the system requires twelve hours of downtime in order to recharge before it can be used again.

A mecha equipped with a strength booster loses one equipment slots.

Equipment Slots: 1, equivalent.

Activation: Attack action.

Range: Personal.

Target: You.

Duration: 10 rounds.

Saving Throw: None.

Purchase DC: 5 + one-quarter the mecha's base purchase DC.

Restriction: None.

ADVANCED MUSCULATURE SYSTEM (PL 7)

A combination of amplified hydraulics, nanoaugmentors, and computerized diagnostics and control systems work together to improve the physical capabilities of the mecha. This equipment system increases the mecha's equipment bonus to Strength by +4 and reduces the mecha's penalty to Dexterity – if any – to 0.

A mecha equipped with an advanced musculature system loses two equipment slots.

Equipment Slots: 2, equivalent.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 10 + one-quarter the mecha's base purchase DC.

Restriction: None.

ADVANCED FLIGHT STABILIZATION SYSTEM (PL 8)

Equipped with a series of maneuvering foils and mini-wings, the mecha's flight capability is significantly improved. A mecha with an advanced flight stabilization system improves its flight maneuverability by two categories (clumsy to average, poor to good, and so on). Like jet-assist wings, an advanced flight stabilization system does not provide the mecha with flight capability.

A mecha equipped with both jet-assist wings and an advanced flight stabilization system improves its flight maneuverability by a total of three categories (clumsy to good, poor to perfect, though no mecha may have a flight maneuverability rating greater than perfect).

Equipment Slots: 1.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 10 + one-quarter the mecha's purchase DC.

Restriction: None.

MECHA SPACE FLIGHT

This information describes two different ways of using mecha in space. These two methods are incompatible; check with your GM to determine which rules will be used in your campaign.

OFFICIAL RULES AS DETAILED IN THE SRD

Only a mecha equipped with space skin (see the SRD) can operate in outer space. However, the mecha's operator takes a –4 penalty on all attack rolls and skill checks unless he has the Zero-G Training feat or has equipped his mecha with a zero-g stabilizer.

In outer space, mecha fly just like they do in the atmosphere, with three exceptions. First, all flying mecha improve by one maneuverability category (clumsy becomes poor, poor becomes average, average becomes good, and so on). Second, all

mecha can ascend and descend regardless of the limitations on their flight maneuverability (see SRD), and their speed is unchanged if they do so. Finally, all mecha can hover in space and need not maintain a minimum forward speed.

OPTIONAL, UNOFFICIAL RULES

All of the flight speeds listed under the various flight systems described in the SRD and other sources are speeds when the mecha is flying in a planetary atmosphere. If the mecha is equipped with a space skin (see the SRD) its tactical speed (that is, the speed at which it engages targets in a space combat situation) is equal to the listed flight speed times five plus 500 ft. (due to lack of atmosphere resistance). When noting your space-capable mecha's tactical speed the speed is listed as both feet and a number of squares equal to feet divided by 500 (round up). However, the mecha's operator

takes a -4 penalty on all attack rolls and skill checks unless he has the Zero-G Training feat or has equipped his mecha with a zero-g stabilizer.

Example: A mecha with thruster boots has a space tactical speed of 1,250 ft. (3 squares).

A mecha in space maneuvers like a starship – jet-assist wings and similar items are not of any measurable benefit when used in a space combat encounter.

It is important that mecha pilots note that most combat starships far out-class even the heaviest of mecha designs. Few mecha can go one-on-one with a starship and expect emerge from the battle victorious. Some mecha equipped with space combat shells (watch the Datastream for information) are better suited to combat with starships but even those mecha are still frequently out-classed when they come up against combat starships.

VEHICLE RULES AND INFORMATION

SA-5 ACCELERATOR SYSTEM (PL 7)

This lightweight component provides a standard hover vehicle's engine with amplified power that temporarily boosts its top speed potential. The system is particularly draining and damaging to engines: the vehicle's range is reduced by 10% each time the system is activated and following each use the engine must be overhauled requiring a DC 20 Craft (mechanical) check. If an engine equipped with an SA-5 Accelerator System is not properly maintained there is a 15% chance (cumulative) that the engine will be completely destroyed when the system is activated. When activated the system increases top speed by 25% (round up).

Purchase DC: 10 + one-quarter the hover vehicle's cost.

Restriction: License (+1).

AD-BRIGHT KL-9c POLICE INTERCEPTOR (PL 8)

This second generation version of Autodyne and Bright's police cruiser expands on the original's features, improves on its flaws, and adds a few important new elements.

The main cab of an AD-Bright police interceptor contains, in addition to the items found on a standard AD-Bright police cruiser, the following equipment:

- Satellite radio/comm. Unit
- SA-5 Accelerator System
- Neovulcanium Armor

The trunk of an AD-Bright police interceptor carries, in addition to the items found in a standard AD-Bright police cruiser's trunk, the following additional gear:

- Two pulse rifles and twelve power packs
- Two suits of medium combat armor

The AD-Bright KL-9c is an expensive hover vehicle used by only the largest and wealthiest of cities. A few mercenary companies field the KL-9c as an advance scout, frequently equipping the interceptor with a turreted light plasma cannon.

Except where noted below, the game statistics of the interceptor are identical to the cruiser.

Crew: 2
Passengers: 2
Initiative: -1
Top Speed: 400 (40)
Hardness: 10
Hit Points: 35
Purchase DC: 40

NANOTECH AND CYBERTECH

NANOAUGMENTOR: ADVANCED AGILE SEQUENCER

These military-grade nanites are most often used by special forces soldiers and government operatives. The advanced agile sequencer is a two-part nanoaugmenter that both bonds with the host's muscles and nervous system in order to amplify the host's dexterity and also ties directly into the host's brain in order to coordinate the new-found increase in dexterity. Professional athletes have also been known to use this nanoaugmenter though most pro sports have outlawed the use of any nanoaugmenters. Rumors abound of advanced agile sequencer systems that are specially designed to hide within the host's body where they remain virtually undetected.

An individual using this nanoaugmenter immediately gains a +4 bonus to Dexterity. This bonus remains in effect for as long as the nanites are attached to the host's muscles, nervous system, and brain.

METAL DETECTOR (PL 6 CYBERNETIC ENHANCEMENT)

The recipient's prosthetic arm includes a high-strength metal detector hidden within the palm of the hand.

Benefit: The recipient gains a +12 equipment bonus to Search checks when looking for a metallic item. If the hunted item is surrounded by other metallic objects – such as searching for a needle hidden on someone wearing metallic armor – the bonus is

reduced to +2. Security and police forces stationed at secure checkpoints are most likely to be equipped with this enhancement.

Type: Internal.
Hardness/Hit Points: -/2.
Base Purchase DC: +1.
Restriction: None.

PROBABILITY ANALYZER (PL 7 CYBERNETIC ENHANCEMENT)

This unit, implanted at the base of the recipient's brain, constantly takes in data and events surrounding the recipient, analyzing the information and computing odds and probabilities.

Benefit: The character gains one bonus Action Point. Additionally, when an Action Point is used to improve a d20 roll the player uses 8-sided dice (instead of 6-sided dice as per the standard rules).

Type: Internal.
Hardness/Hit Points: -/2.
Base Purchase DC: 26.
Restriction: Military (+3).

COMBINATION OPTICS SYSTEM (PL 8 CYBERNETIC ENHANCEMENT)

This unit, almost identical in appearance to single purpose optic replacements, combines two or more cybernetic optics into a single package. All of the

recipient's eyes must be replaced to gain any benefits.

Benefit: The recipient may have up to four different optic systems built into a single system that counts as one cybernetic attachment. If the implant is destroyed the character loses access to all optic capabilities.

Type: Internal.

Hardness/Hit Points: -/2 (per eye).

Base Purchase DC: 10 (plus one-half the cost of each optic system installed).

Restriction: Military (+3).

GADGETS AND GEAR

ANTI-PSI SCREEN (PL 8 ARMOR GADGET)

As futuristic science unlocks the mystery of the mind, military and security forces find themselves in need of defense against psionic agents. In the early stages of the energy age engineers – working closely with scientific researchers and psionic test subjects – developed a working psi-screen device. The device, no larger than a modern calculator, is frequently wired into a suit of combat armor.

Armor equipped with an anti-psi screen provides the wearer with a +2 equipment bonus to saves against psionic powers. Unfortunately, the device also adversely affects psionic powers generated by the armor's wearer – all saves made against a wearer's psionic powers gain a +4 circumstance bonus.

Restrictions: Military (+3).

Purchase DC Modifier: +4.

RIPPERS (PL 6)

Rippers are a favorite melee weapon of Cassidy's Raiders. Based on the technology of the high frequency sword, rippers make excellent close-quarter weapons.

A ripper is a metal alloy sleeve designed to fit over an individual's forearm, locking securely in place with a series of three quick-release tabs on the sleeve's underside.

Residing within a compartment on the sleeve's topside are a set of two hydraulically extending/retracting vibrating blades that are activated with a palm trigger. Extending and retracting the blades is a free action.

A sensor strip mounted on the back of the hand prevents the blades from extending when the indi-

vidual's hand is in the way of the blades' deployment. Although the undersides of the blades are not sharp (to prevent cuts), many individuals still wear combat gloves as a precaution.

The chief advantage of a ripper is its quick deployment and the fact that an individual can still make use of his or her hands to fire a weapon, throw a grenade, etc. even while the ripper is deployed (the GM should use common sense to determine what actions are/are not possible when a set of 12-inch blades are extended from one's forearm).

Weapon: Ripper

Damage: 2d4

Critical: 19-20

Damage Type: Slashing

Range Increment: -

Size: Small

Weight: 2 lb.

Purchase DC: 15

Restriction: -

COMMON MODIFICATIONS

The following common modifications made by individuals in Cassidy's Raiders to their rippers:

- Integrated Equipment (sensors, communicator, portable glow lamp, etc.)
- Storage Compartment (no larger than Tiny)
- Poison/Disease (Injury/Contact type only)

CRCR (PL 6)

Not content with standard issue military equipment and able to draw on the company's great finances, Cassidy's Raider technicians constantly seek to improve the arms carried by the organization's troops into battle.

The CRCR (Cassidy's Raiders Combat Rifle) is the standard issue weapon for a Cassidy Raider trooper. It is essentially a modified PL 6 standard military laser rifle with the following modifications:

- Expanded Magazine
- Integrated Equipment (portable glow lamp)
- Scope, Rangefinding Laser

Name: CRCR

Damage: 3d8

Critical: 20

Damage Type: Fire

Range Increment: 120 feet

Rate of Fire: S, A

Magazine: 100 box

Size: Large

Weight: 8 lb.

Purchase DC: 22

Restriction: Res (+2)

COMMON MODIFICATIONS

The following common modifications made by individuals in Cassidy's Raiders to their CRCRs:

- Autoloader Module
- Booby Trapped (explosive)
- Integrated Equipment
- Integrated Weapon (usually a mini-grenade launcher or mini-rocket launcher)
- Variable Charge
- Video Scope

CRCA (PL 6)

The CRCA (Cassidy's Raiders Combat Armor) is the standard issue body armor for a Cassidy Raider trooper. It is essentially a suit of PL 6 stan-

dard light combat armor that has been modified to provide greater protection while also weighing less. It makes use of the following modifications:

- Advanced Composition

ADVANCED COMPOSITION (NEW UNIVERSAL ARMOR GADGET)

Constant advances in alloys provide ever-greater protection without increasing the armor's weight. Any armor with the advanced composition gadget provides significantly greater than standard armor of its type. The armor's equipment bonus increases by +1 without affecting any of its other characteristics (i.e. nonproficiency bonus, max dex bonus, armor penalty, etc.)

Restrictions: None.

Purchase DC Modifier: +4

- Ultralight Composition

Name: CRCA

Type: Tactical

Equipment Bonus: +4

Nonprof. Bonus: +2

Max. Dex. Bonus: +5

Armor Penalty: -1

Speed: 30 ft./20 ft.

Weight: 6 lbs.

Purchase DC: 20

Restriction: Res (+2)

COMMON MODIFICATIONS

The following common modifications made by individuals in Cassidy's Raiders to their CRCA's:

- Integrated Equipment (various sensors)
- Storage Compartment (extra weapons and equipment)

XENOBIOLOGICAL HAZARDS AND SPACE TRAVEL HAZARDS

JUMP STORM

Existing only in campaigns in which jump technology is used – such as those using jump gates and jump drives – a jump storm is an unusual galactic disturbance in which the bending of light and space plays havoc on starship systems and personnel traveling through jump space. When a jump gate or jump drive is activated there is a 2% chance that a jump storm will erupt, affecting all starships that travel through this particular route – if established jump lanes are used in the campaign – for the next 2d4 hours.

During a jump storm the affected starship is helpless for the duration of the trip and emerges into real space where it remains helpless for 3d6 rounds. As long as the starship is helpless all crew members are stunned.

A starship equipped with a jump disruption shield (see box), while still affected, emerges into real space and remains helpless for only 2 rounds. Crew members onboard a ship equipped with a jump disruption shield are unaffected by the jump storm.

JUMP DISRUPTION SHIELD (PL 8)

This starship defense system protects the ship and crew from a jump storm (see above). Jump disruption shields do not exist in campaigns in which jump gates and jump drives are not used.

Purchase DC: 6 + one-quarter the base purchase DC of the starship.

Restriction: Licensed (+1).

WARP RUST (CR 2)

Starships traveling at FTL speeds sometimes pass through clouds of xenobiological particles that adhere to the ship's surface. Frequently known as warp rust, these particles feed on metallic substances and are capable of drifting silently through space – without nourishment, heat, or any external assistance – for thousands of years.

When warp rust detects the presence of a warm, metallic objects (such as a starship in flight) it releases built-up gaseous energy to propel itself into the path of the object. Once attached to an object warp rust begins slowly eating at any metal surfaces, dealing 1d10 points of damage per minute. Warp rust can only be destroyed through intense heat, such as laser blasts or the heat generated when entering a planet's atmosphere. A typical patch of warp rust is one-quarter the size of a standard starship tactical space (the size of an ultralight ship) and has 20 hit points. Any laser attacks against a ship covered by warp rust deals as much damage to the ship as it does the hazard.

If a character is attacked by warp rust the particles will feed on flesh – warp rust deals 2d6 points of damage to an unarmored character each round of contact. Decontamination systems will wash warp rust from an affected character.

ROBOT RULES AND INFORMATION

THE HANDY ROBOT COMPANY

With the rise of robotics beyond the factory floor and into the home and onto the battlefield, the Handy Robot Company (or HRC) came into its own. Originally a subsidiary of the Dashiken kairetsu, the company was eventually spun off into its own entity after the World Trade Fairness Act of 2027.

Since that time, HRC has produced all manner of robots, from robo- and neo-pets to butler- and maid-bots to combat models, and it continues to be a leading innovator and manufacturer in the robotics field.

HRC Model III COMBAT ARMATURE (PL 5)

HRC was one of a number of companies vying for the first major military robot design contract granted by the European Union.

While the HRC model was not chosen for the EuroForce (with much chatter in the industry suggesting that it was due to clever bribes on the part of the winning company), the HRC Model III and various variants would see service in a number of African, Asian, and South American forces where its intimidating appearance (nothing like a ten-foot tall walking platform bristling with weapons and claws) and durability made it a favorite of dictatorships and democracies alike.

The version shown here is 2.4, part of the Urban Heavy Assault series of HRC Combat Armatures.

The ver. 2.4 variants were designed for close-in fighting in third-world urban environments where the shantytowns and poorly built houses provided little obstacle to its massive frame.

In combat, the robot was programmed to use its

fire-linked machine guns as anti-vehicular weapons and for area suppression and to use its claws in close-in fighting.

Ver. 2.4 machines were usually assigned to "elite" units; i.e. Special Forces or death squads.

HRC Model III COMBAT ARMATURE (PL 5)

Purchase DC: 36

Restriction: Military (+3).

Model III, ver. 2.4: CR 7; Large construct; HD 8d10+20; hp 64; Mas —; Init -1; Spd 25 ft.; Defense 13 (-1 Dex, -1 size, +5 equipment), touch 8, flatfooted 13; BAB +6; Grp +16; Atk +11 melee (1d6+6, 2 claws) or +0 ranged (3d10, Twin thunder machine guns); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ construct traits; AL Military or Operator; SV Fort +2, Ref +1, Will +2; AP 0; Rep +0; Str 23, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills: Listen +8, Search +8, Spot +8.

Feats: N/A.

Equipment: 2 fire-linked* Twin thunder machine guns with linked ammunition (*functions as per the starship rules).

The Model III, ver 2.4 has the following systems and accessories:

Frame: Armature.

Locomotion: Legs (Multiple; 4).

Manipulators: Claws (2).

Armor: Alumisteel.

Sensors: Class III sensor system.

Skill Software: Listen skill chip (8 ranks), Search skill chip (8 ranks), Spot skill chip (8 ranks).

Feat Software: N/A.

Ability Upgrades: N/A.

Accessories: Loading mechanisms (2), remote control unit, robolink, vocalizer, weapon mounts (2).

NEO-PET (PL 5)

As robotics technology became better at imitating living behavior, the concept of Neo-Pets

became very popular.

Neo-Pets, which were initially based on common pets but eventually, would include the fantastical (the Neo-Unicorn was very popular in certain ultra-wealthy circles).

Neo-Pets had several advantages over their flesh-and-blood counterparts, the chief of which were that they did not require any food, water, or attention, all of which made them particularly attractive to busy urbanites.

The “Scrappy” series of Neo-Dogs was very popular, being the first to feature designer colors for its plastic casing.

Although the version below is a bare-bones version, like other Neo-Pets the “Scrappy” could be outfitted with a number of accessories. Some of the most popular were:

AV transmitter (to see what “Scrappy” sees)

Remcon and Robolink (to manipulate “Scrappy’s” actions)

Vocalizer (for those that don’t like the recorded bark or want to be able to have “Scrappy” say clever things).

NEO-DOG “SCRAPPY” (PL 5)

Purchase DC: 17.

Restriction: N/A.

“Scrappy”: CR 1/8; Tiny construct; HD 1/4d10; hp 2; Mas —; Init +0; Spd 30 ft.; Defense 14 (+2 Dex, +2 size), touch 14, flatfooted 12; BAB +0; Grp -10; Atk -2 melee (1d2-2, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ construct traits; AL Owner; SV Fort +0, Ref +2, Will +0; AP 0; Rep +0; Str 7, Dex 14, Con -, Int -, Wis 10, Cha 1.

Skills: Listen +2, Search +2, Spot +2.

Feats: N/A.

Equipment: N/A

“Scrappy” has the following systems and accessories:

Frame: Biomorph.

Locomotion: Legs (Multiple; 4).

Manipulators: Jaw.

Armor: N/A.

Sensors: Class II sensor system.

Skill Software: Listen skill chip (2 ranks), Search skill chip (2 ranks), Spot skill chip (2 ranks).

Feat Software: N/A.

Ability Upgrades: N/A.

Accessories: N/A.

NEO-PET BATTLES (PL 5+)

One of the more popular pastimes, especially among affluent urban teens, was to have Neo-Pet battles.

At first, these consisted chiefly of some teens getting together to test their programming or remcon skills by having their Neo-Pets battle it out in someone’s apartment or backyard.

As with all such things, however, the phenomenon soon grew and it wasn’t long before homemade weapons and armors began to find their way onto the Neo-Pets along with organized leagues and classes (i.e. species, size, non-modified, programmed, remconned, modified, unlimited, etc.).

The following modified “Scrappy” model is typical of the kinds of robots that competed in the Tiny programmed modified class. Stripped to its essentials, strengthened, and then outfitted with aluminite armor and a powered diamond sawblade in its mouth, this robot represents the average for that class.

MODIFIED NEO-DOG “SCRAPPY” (PL 5)

Purchase DC: 20.

Restriction: N/A.

“Scraper”: CR 1/8; Tiny construct; HD 1/4d10; hp 2; Mas —; Init +2; Spd 30 ft.; Defense 19 (+2 Dex, +2 size, +5 equipment), touch 14, flatfooted 17; BAB +0; Grp -9; Atk -1 melee (1d6/19-20, sawblade); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ construct traits; AL Owner; SV Fort +0, Ref +2, Will +0; AP 0; Rep +0; Str 9, Dex 14, Con -, Int -, Wis 10, Cha 1.

Skills: N/A.

Feats: N/A.

Equipment: N/A

“Scraper” has the following systems and accessories:

Frame: Biomorph.

Locomotion: Legs (Multiple; 4).

Manipulators: Jaw.

Armor: N/A.

Sensors: Class II sensor system.

Skill Software: Listen skill chip (2 ranks), Search skill chip (2 ranks), Spot skill chip (2 ranks).

Feat Software: N/A.

Ability Upgrades: Strength upgrade (+2).

Accessories: Weapon Mount in mouth with powered sawblade (1d6 points of damage, no Strength bonus or penalty since a motor provides the power).

OPTIONAL RULE: UNLIMITED ROBOT FEATS

Although the technology for skills and feats regarding robots is essentially the same (i.e. progit, nets, and webs), there is one noticeable difference.

According to the standard rules, any robot can potentially have as many skills as its designer wants and can pay for:

Skill Chip (PL 5)

"A robot can have multiple skill chips"

Skill Progit (PL 6)

"A robot can have multiple skill progit"

Skill Net (PL 7)

"A robot can have multiple skill nets"

For feats, however, the standard rules limit the robot in the number of feats it can have based on its HD (which in terms of robots is essentially a measure of size).

Feat Progit (PL 6)

"A robot can have a number of feat progit equal to 1 + one-third of its Hit Dice (rounded down)".

Feat Net (PL 7)

"A robot can have multiple feat nets, but the total number of feats a robot can have installed cannot exceed 1 + one-third the robot's Hit Dice (rounded down).

As an optional rule, eliminate the limits on feats to bring them in line with skills and allow a programmer to put in as many feats as he or she wants and can afford into a robot.

After all, the skills and feats of robots prior to PL 8 are based on programming, not experience, as is the case with class levels. And it's not like the Feat progit and nets, which one assumes are like the skill progit and nets in construction, are so large and complex that in order to have more than one implanted the robot has to be of Large size or greater.

UTILITYBOT (PL 6)

The UtilityBot series of HRC robots was a very popular series of biodroids that were initially designed to relieve humans from having to take on any number of dangerous or unpleasant tasks (i.e. deep space mining, fusion energy production, sanitation, etc.).

However, since the robots were limited only in their programming, UtilityBots soon saw service in industries as diverse as administration (especially data entry, DMV clerk, etc.) and sales (vehicle lots staffed by UtilityBots could now be open 24 hours per day, seven days a week).

The following example is an UtilityBot programmed to act as a combination secretary/body-guard for a celebrity or diplomat. While biodroids are usually Licensed (+1), due to its security capabilities, this particular UtilityBot is Restricted (+2).

Note: The robot will contain information as if it had been created using the optional unlimited robot feats rule introduced previously.

"CHARLES"

Purchase DC: 35

Restriction: Restricted (+2).

Charles: CR 1; Medium construct; HD 1d10+10; hp 15; Mas —; Init +2 (+6 with Improved Initiative); Spd 40 ft.; Defense 17 (+1 Dex, +6 equipment), touch 11, flatfooted 16; BAB +0; Grp +2; Atk +2 melee (1d3+2 nonlethal, 2 hands) or +1 ranged (2d8, laser pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits, critical systems, darkvision 120 ft., lifelike appearance; AL Owner; SV Fort +0, Ref +1, Will +0; AP 0; Rep +0; Str 14, Dex 13, Con -, Int 12, Wis 10, Cha 5.

Skills: Computer Use +9, Drive +5, Knowledge (business or civics) +9, Listen +10, Research +9, Search +10, Sense Motive +8, Spot +10, Treat Injury +8.

Feats: Personal Firearms Proficiency.

Or

Combat Reflexes, Dodge, Defensive Martial Arts, Elusive Target, Far Shot, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Precise Shot.

Equipment: Laser pistol with 4 50-shot power packs.

“Charles” has the following systems and accessories:

Frame: Biodroid

Locomotion: Legs (pair, speed enhanced +20 ft.).

Manipulators: Hands (2).

Armor: Resilium.

Sensors: Class VI sensor system.

Skill Software: Language chip (English), Computer Use skill progit (8 ranks), Drive skill progit (4 ranks), Knowledge (business or civics) skill progit (8 ranks), Listen skill progit (8 ranks), Research skill progit (8 ranks), Search skill progit (8 ranks), Sense Motive skill progit (8 ranks), Spot skill progit (8 ranks), Treat Injury skill progit (8 ranks).

Feat Software: Personal Firearms Proficiency progit.

Or

Combat Reflexes progit, Dodge progit, Defensive Martial Arts progit, Elusive Target progit, Far Shot progit, Improved Initiative progit, Personal Firearms Proficiency progit, Point Blank Shot progit, Precise Shot progit,

Ability Upgrades: Dexterity upgrade (+2), Intelligence Upgrade (+2), Strength upgrade (+2).

Accessories: AV Recorder, Integrated Videophone, Internal Storage Unit (laser pistol and power packs), Vocalizer.

CASSIDY'S RAIDERS A MERC COMPANY

One of the most storied mercenary companies operating in outer space, Cassidy's Raiders have a history that goes back to the dawn of the Fusion Age.

Founded by Colonel Matthew Cassidy, Cassidy's Raiders grew out of a need for paramilitary organizations to patrol humanity's far-flung frontier. Starting with government contracts won through Colonel Cassidy's contacts in government and the military, Cassidy's Raiders has since offered its services to include the private sector as well.

Beginning with a single transport ship and two-squads of seasoned military veterans, Cassidy's Raiders has since grown into a force the size of a military brigade, numbering almost 3,000 personnel.

The members of Cassidy's Raiders come from all walks of life, although former members of military and security organizations predominate.

Besides the obvious need for combat personnel, there is a job for virtually anyone within the organization; Cassidy's Raiders employs everyone from techs to psychiatrists, cooks to travel agents within its organization.

A frequent misconception is that Cassidy's Raiders are a purely combat-focused outfit. Nothing could be further from the truth.

Cassidy's Raiders likes to present its employers with the “complete package”; Cassidy's Raiders is able to fully deploy and maintain its entire strength anywhere in the known universe.

To this end, Cassidy's Raiders maintains a small fleet of privately designed and modified ships, each of which is effectively self-sustaining.

Called “Marauders”, there is one such vessel for each ten-man squad. A Marauder comes equipped with a ship's hospital, a maintenance bay for the squad's land vehicles, and enough cargo space to keep the squad operating for six months.

For large-scale deployments Cassidy's Raiders maintains a small fleet of supply and repair ships as well as a duo of hospital ships along with several wings of top-of-the-line fighters.

To further ensure its ability to sustain operations, Cassidy's Raiders contracts with strategically located suppliers and manufacturers for all its needs (i.e. weapons and ammunition, foodstuffs, ship construction, etc.). Cassidy's Raiders maintains at least three suppliers for every need to ensure that failure to deliver by one of its suppliers does not cripple its operations.

ORGANIZATION OUTLINE

The following information serves as a rough guide to the organization of Cassidy's Raiders.

Squad = 10 troopers + support personnel (medic, mechanic, pilot, etc.)

Platoon = 4 squads (40 combat personnel + support personnel)

Company = 4 platoons (3 combat, 1 support), 160 personnel total

Battalion = 4 companies (3 combat, 1 support), 640 personnel total

Brigade = 4 Battalions (3 combat, 1 support), 2,560 personnel total

Auxiliaries = Cooks, psychiatrists, travel agents, buyers, etc. assigned on an as needed basis.

CASSIDY'S RAIDERS TROOPER

The following statblock represents a typical Cassidy's Raider trooper.

Cassidy's Raiders Trooper (Strong Hero 3/Soldier 3)

CR 6; Medium-size human; HD 3d8+6 plus 3d10+6; hp 43; Mas 14; Init +2; Spd 30 ft.; Defense 20, touch 16, flat-footed 15 (+2 Dex, +4 class, +4 CRCA); BAB +5; Grap +7; Atk +7 melee (2d4+4/19-20, ripper or 1d4+4, unarmed strike) or +8 ranged (3d8+2, CRCR); Full Atk +7 melee (2d4+2/19-20, ripper or 1d4+2, unarmed strike) or +8 ranged (3d8+2, CRCR); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Cassidy's Raiders; SV Fort +6, Ref +5, Will +3; AP 3; Rep +0; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Military

Skills: Climb +4, Hide +4, Jump +4, Knowledge (tactics) +4, Listen +7, Move Silently +4, Profession (soldier/mercenary) +6, Spot +7, Repair +2, Survival +3.

*skills include -1 Armor Penalty and all synergy/Feat bonuses.

Feats: Alertness, Advanced Firearms Proficiency, Light Armor Proficiency, Combat Martial Arts, Point Blank Shot, Personal Firearms Proficiency, Strafe, Weapon Focus (CRCR/laser rifle), Weapon Specialization (CRCR/laser rifle).

Talents: Melee Smash, Improved Melee Smash.

Possessions: CRCA, CRCR, 5 power packs (100 rounds each for expanded magazine), Ripper, 4 fireflush grenades, mission-appropriate chemicals and supplies.

FUTURE: DATASTREAM STARSHIP

THE HYPERSPACE RUNNER

The Hyperspace Runner is a customized PL 7 courier designed for use as a base of operations for a party of characters or as an important NPC's personal starship. This is a unique starship design, heavily modified and loaded with its own strange quirks (see below).

This starship was designed using SkeletonKey Games' e-Future Tiles series. To use *The Hyperspace Runner* at miniatures scale visit www.skeletonkeygames.com for information on the tile sets. With SkeletonKey Games' tile sets you can quickly and easily create a large number of custom starships of your own design.

GAME STATISTICS

THE HYPERSPACE RUNNER (PL 7) CUSTOMIZED COURIER

A heavily modified *Noble-class* courier (see box), *The Hyperspace Runner* has seen service since the later years of the Gravity Shadow Wars. Twenty years ago the starship, at the time classified *Victory's Net*, was stolen from the Armal'ka Station IV by shipjackers. Stripped of her identification transponder and all external markings, the ship was refitted for service by a member of the Black Hole Gang where it served them well until their ill-fated mission to Rega Major. Since that time *The*

Hyperspace Runner has been used as an escort, a light gunship, a smuggling ship, and a roving black market medical center.

Type: Ultralight

Subtype: Courier

Defense: 11

Flat-footed Defense: 9

Autopilot Defense: 8

Hardness: 40

Hit Dice: 16d20 (320 hp)

Initiative Modifier: +4

Pilot's Class Bonus: +3

Pilot's Dex Modifier: +2

Gunner's Attack Bonus: +2

Size: Gargantuan (−4 size)

NOBLE-CLASS TEMPLATE (PL 7)

The *Noble-class* template can be applied to any PL 6 ultralight or light starship. The starship's design specs should be adjusted as follows.

Hit Dice: Increase by +4d20.

Engine Upgrade: Induction engine, thrusters (tactical speed +1,000 feet).

Armor Upgrade: Neutronite (hardness 40, tactical speed −500 feet).

Sensors Upgrade: Class V sensor array (+2 initiative).

Communications Upgrade: Drivesat comm. array, mass transceiver.

Weapons Downgrade: Remove all starship weapons.

Tactical Speed: 4,000 ft. (8 sq.)
Length: 105 feet
Weight: 90,000 lbs.
Targeting System Bonus: +2
Crew: 4 (trained +4)
Passenger Capacity: 6
Cargo Capacity: 10,000 lbs.
Grapple Modifier: +12
Base Purchase DC: 48
Restriction: License (+1)

Attack: 2 fire-linked particle beams +8 ranged (18d8) and plasma missile +3 ranged (18d8/19-20) and 2 fire-linked heavy neutron guns –3 ranged (15d8).

Attack of Opportunity: None

STANDARD PL 7 DESIGN SPECS

Engines: Induction engine, thrusters

Armor: Neutronite

Defense Systems: Autopilot system, damage control system (1d10)

Sensors: Class V sensor array, targeting system

Communications: Laser transceiver, radio transceiver, drivesat comm. array, mass transceiver

Weapons: 2 fire-linked particle beams (range incr. 4,000 ft.), 1 plasma missile launcher (8 missiles; range incr. 5,000 ft.), 2 fire-linked heavy neutron guns (range incr. 6,000 ft.)

Grappling Systems: Grapplers

STARSHIP QUIRKS

A fun concept used in several sci-fi movies and series is the starship quirk. The starship quirk is an unusual flaw or defect that plagues the ship and gives it personality and a unique identity. Starship quirks are never intentionally planned and are typically encountered on heavily modified, older generation ships. For more starship quirks please see *Modern Dispatch: The Galaxy Star*, available at RPGNow.

The Hyperspace Runner has the following quirks:

HELD TOGETHER WITH PRAYERS

Several decades under numerous owners and filling dozens of different roles have left *The Hyperspace Runner* a ship built from hundreds of different components and maintained by an almost countless number of techs. Every change, upgrade,

and repair made to this ship since it was first launched have left it a tangled mess of circuitry, armor plating, bolts, and wire. No two computers, no two doors, and no two chairs in the ship come from the same manufacturer and finding original parts is impossible.

Disadvantage: Some say that *The Hyperspace Runner's* luck is tied closely to the luck of her current owner – and they'd be shocked to realize just how close they are to the truth. At the start of each flight, either in combat or during a quiet run, the owner of *The Hyperspace Runner* must roll 2d6 on the following chart.

2d6 Roll

2

3

4

5

6

7

8

Unexpected Problem

The ship's engines shudder and shake for the entire flight, reducing its tactical speed (and FTL speed, if appropriate to the campaign) by 50% for this flight.

A constant buzzing sound – echoing through the entire ship – distracts the crew. During this flight all crew members suffer a –2 penalty on any die rolls made while onboard the ship.

Sections of armor and the ship's hull drop away as the ship launches. The ship suffers 4d10 points of damage.

One engine shuts down and cannot be reactivated until the ship is brought into a repair facility. A DC 25 Repair check – requiring 48 hours of work – is necessary to repair the damaged engine. During this flight the ship's tactical speed (and FTL speed, if appropriate to the campaign) is reduced by 75% for this flight.

An electrical problem reduces the effectiveness of all onboard systems, from computers to sensors to weapons. Any numerical values of the ship's systems (damage, bonuses to die rolls, weapon and sensor range, etc.) operate at 75% efficiency during this flight.

The ship's sensors blink constantly during this flight, functioning only 10% of the time.

The entire ship lurches violently each time its speed is increased or decreased. All crew members not fastened in when the ship changes speed are knocked prone for 1d3+1 rounds

as the ship shudders along. Crew members that are strapped in when the ship changes speed suffer a -2 penalty on all die rolls for 1 round.

9 All of the ship's doors fail, locking in place. The only way to open one of the ship's doors is by using the manual controls – it takes a DC 15 Strength check and six rounds to open any internal door; external doors require a DC 25 Strength check and eight rounds to open.

10 A power surge cycles rapidly through the ship, draining all weapon systems. For the duration of this flight the ship's weapons function only every third round after the first time they are used.

11 The ship's artificial gravity fails to function. For the duration of this flight the interior of the ship is treated as a zero-gravity area.

12 About half-way into the ship's flight both engines fail, leaving the ship stranded in space. A DC 20 Repair check requiring 24 hours of work is required to bring the ship's engines back online. Additionally, once the ship's engines are restored the owner of the ship must roll again on this table.

Advantage: The ship gains 4d20 bonus hit points and a +500 ft. bonus to tactical speed.

UNFORTUNATE WEAPON FAILURE

The Hyperspace Runner's weapon systems have been scrounged from military wreckage and each one has been overcharged with blackmarket components. Sometimes these second-hand, heavily-modified systems do not function according to the manufacturer's specifications.

Disadvantage: Each time a weapon onboard *The Hyperspace Runner* is fired there is a 5% chance that the weapon will overload and shut-down, leaving the weapon worthless until repaired. A DC 20 Repair check – requiring one hour of work – is required to fix an overloaded weapon system. Additionally, each time a weapon is successfully fired roll a six-sided die – on an even roll reduce the attack's damage by the amount rolled and on an odd roll increase the attack's damage by the amount rolled.

Advantage: A starship with this quirk carries an additional number of weapons, the exact number determined by the ship's size. Consult the following chart for specifics.

Starship Size	Number of Additional Weapons Carried
Ultralight	1
Light	2
Mediumweight	3
Heavy	4
Superheavy	5

STARSHIP KEY

The following characteristics are common to all areas in *The Hyperspace Runner*.

Doors: Doors within the starship are fully powered and tied to motion sensors – unless otherwise noted each door opens automatically whenever anyone enters a space adjacent to a door. 2" thick steel, hardness 12; hp 30; AC 5; break DC 30.

Walls: The walls in the starship are gray in color. 1 ft. thick steel walls, hardness 25; hp 200; AC 10.

Computer Terminals: Each computer system is tied into the starship's central database and can be

used to transmit and receive messages, research, watch vids (including those broadcast from other ships or stations), and a number of other non-essential duties. Only the computers in the starship's cockpit, comm. center, and maintenance station can be used to access the ship's sensors and only the computers in the cockpit and fire control can be used to access the ship's weapons.

1 – STORAGE LOCKER

These two storage areas, one in each of the ship's wings, are the largest cargo areas found any-

where in *The Hyperspace Runner*. Each storage locker can be accessed from within the ship – the doors to enter the storage areas do not automatically open and are locked (DC 35) – and external hatches (lock DC 40) that are concealed (Search DC 30) and difficult to spot from outside the ship.

2 – PERSONAL LIBRARY STATION

These two computer rooms are used by the crew to transmit and receive personal messages, watch vids, read books (the ship carries an electronic library with thousands of books), or play games.

3 – COCKPIT

Designed for three crewmembers – a pilot, communications officer, and navigator – the cockpit is cramped and uncomfortable. The navigation and communication stations include backup controls from which the ship may be piloted (-2 penalty to Pilot checks) in an emergency. The door does not open automatically and can be locked (DC 35) from either inside or outside the cockpit.

4 – PERSONAL STORAGE

Since the crews' quarters are so tight most of them keep their personal belonging in the storage lockers in this area. Each locker is locked (DC 25) and lockers are considered off-limits – the owner of the ship will only search a crew member's locker in an emergency or if foul play is suspected.

5 – RESTROOM

Fully equipped and necessary. Since the crew works in shifts they can usually manage to prevent lines but sometimes – after a stop at a world renowned for spicy food, for example – this can be the most popular area onboard. The door to this area does not open automatically and can be locked (DC 20) from inside.

6 – CREW QUARTERS

A downside to being on a ship this size of *The Hyperspace Runner* is that, except for the ship's owner, this is the only place to sleep. Three triple bunks mean tight quarters and this means that everyone from the technician trainee to the communications officer to the passenger paying for the trip have to live in the same area, a fact resented by almost everyone. Each crewmember that sleeps in this room has his own small personal storage locker (as well as a larger locker in Area 4). The door to

this area does not open automatically and can be locked (DC 20) from the inside.

7 – COMMUNICATIONS CENTER

The ship's primary comm. center houses computers that can access any one of the ships sensor or communications systems as well as the library easily accessible from other computers onboard. The door to this area does not open automatically and can be locked (DC 30) from the inside.

8 – CAPTAIN'S QUARTERS

When *The Horizon Runner* was a diplomatic courier this area was the captain's personal quarters (unless a diplomat routinely used the ship, in which case this was the diplomat's quarters). Today it serves the same purpose though some owners of the ship have used it as guest accommodations or extra cargo space – all depending on the ship's function at the time. The door to this area does not open automatically and can be locked (DC 25) from the inside.

9 – CAPTAIN'S RESTROOM

As Area 5 but accessible only through the captain's quarters.

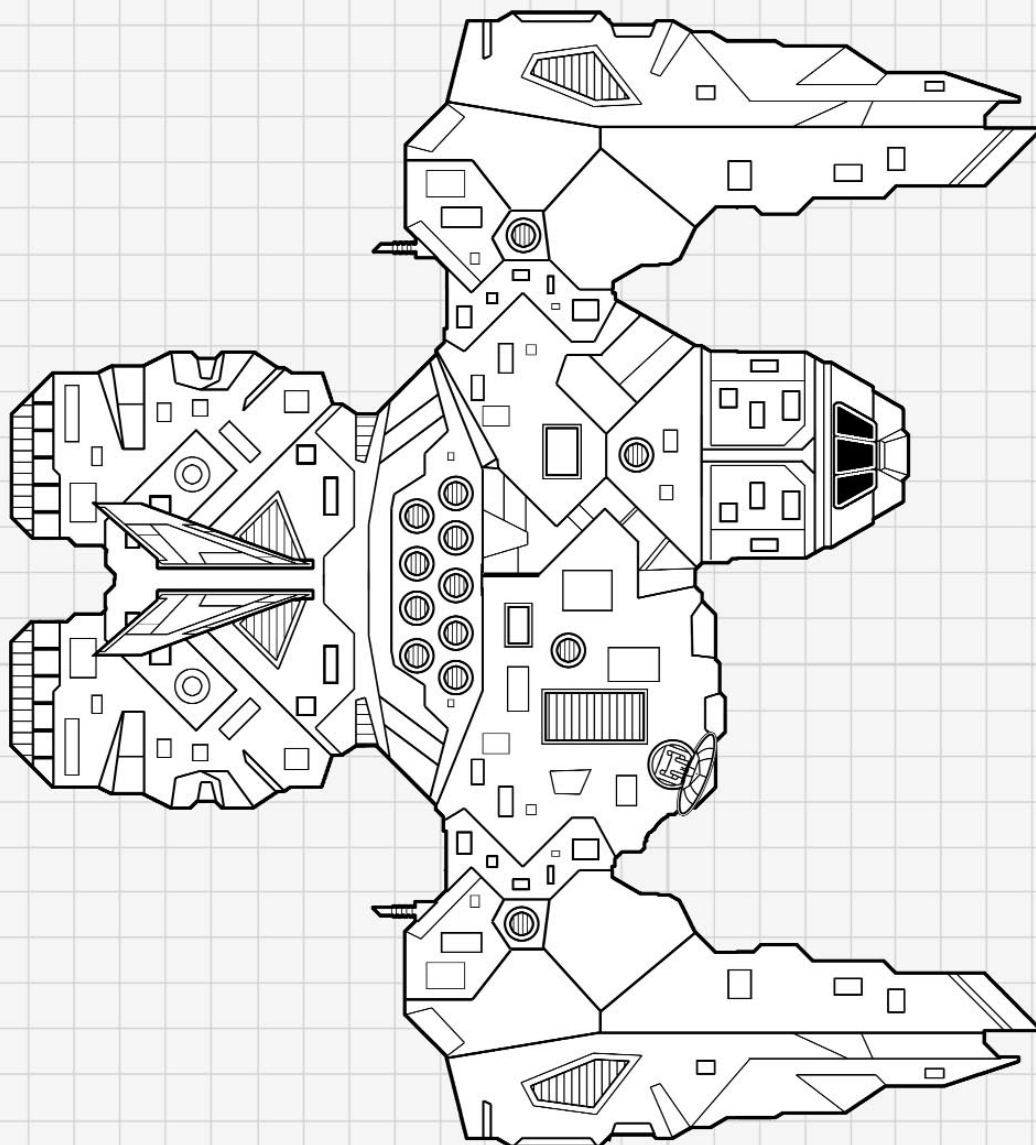
10 – MAINTENANCE/ENGINEERING STATION

The ship's unusual engine design – built of scraps and stolen components – makes it extremely temperamental (see *Quirks*, above) and in constant need of repair. If possible, the current owners of *The Hyperspace Runner* prefer to keep an engineer in this section during flights so that they are immediately available to attempt repairs if something goes wrong. The doors to these two areas do not open automatically. There are no locks. In the event of an emergency the ship can be piloted from the port station, though the pilot suffers a -4 penalty on all rolls made from this station.

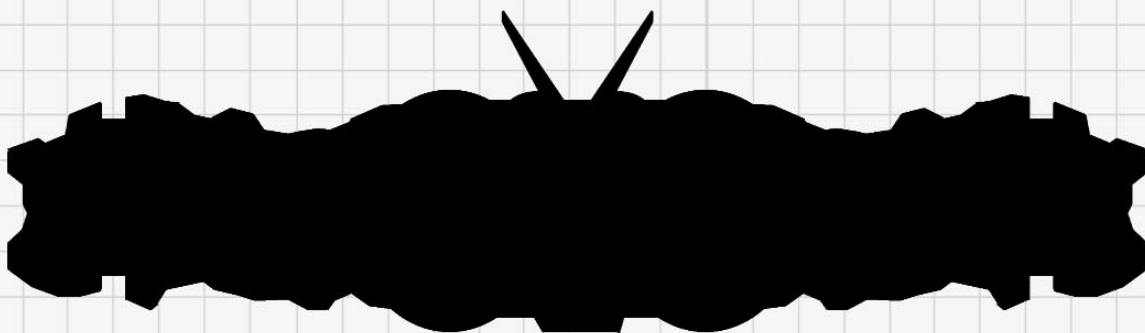
11 – FIRE CONTROL

All of the ship's weapons can be fired from this location, at no penalty. Originally a door kept this station locked and protected but the door was removed several years ago. The previous owner considered installing a new door in this area but never got around to it.

TOP VIEW



SILHOUETTE VIEW – FRONT

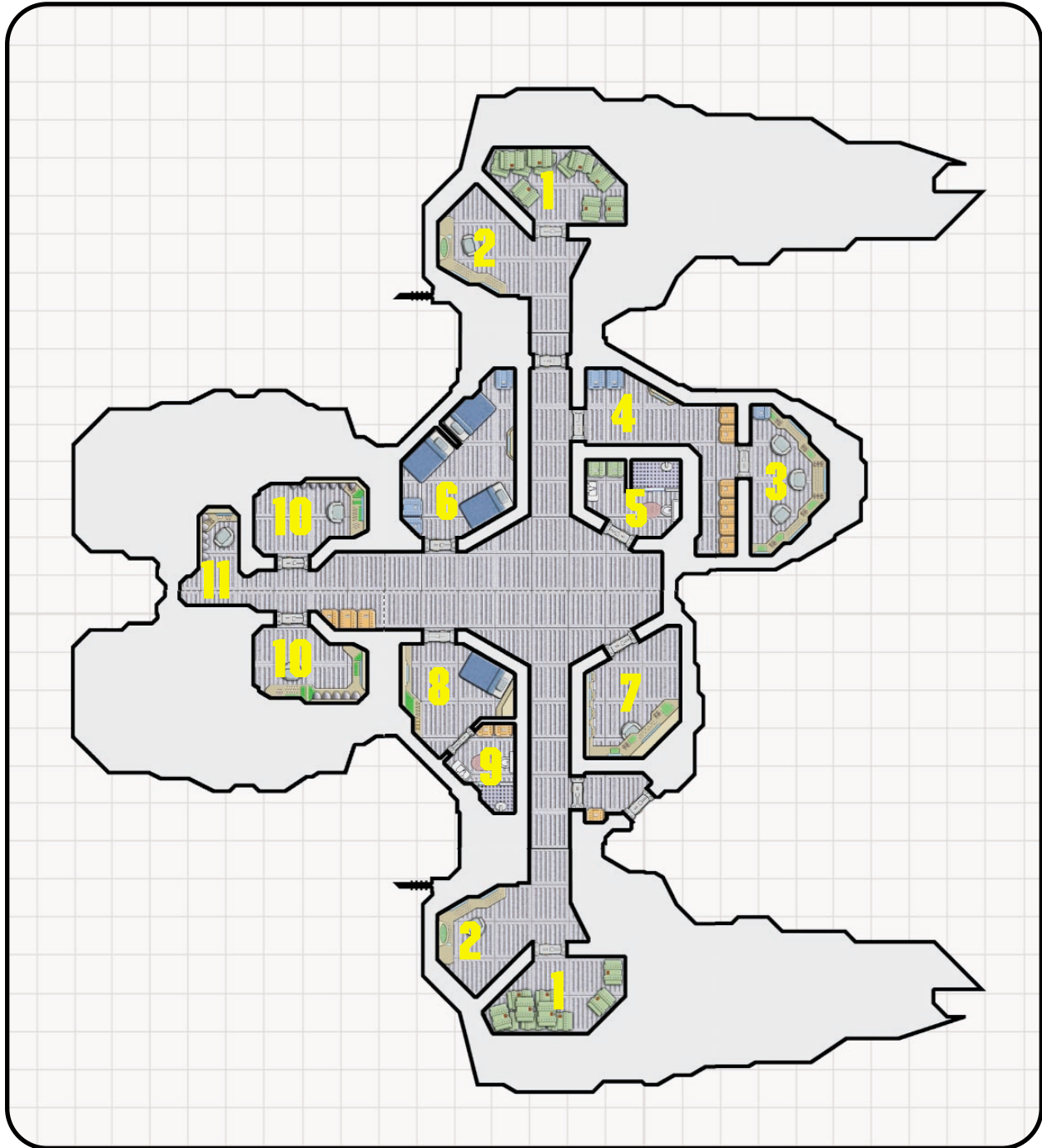


THE HYPERSPACE RUNNER
MODIFIED DIPLOMATIC COURIER

THE HYPERSPACE RUNNER

MODIFIED DIPLOMATIC COURIER

DECK PLAN



- 1 – Storage Locker
- 2 – Personal Library Station
- 3 – Cockpit
- 4 – Personal Storage
- 5 – Restroom
- 6 – Crew Quarters

- 7 – Communications Center
- 8 – Captain's Quarters
- 9 – Captain's Restroom
- 10 – Maintenance/Engineering Station
- 11 – Fire Control

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