

Infinite Futures

The Future is Now

Pathfinder Compatible Sci-Fi

Avalon Games



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Dedications

This book is dedicated to the Little Flamethrower Girl, the Smart Barbarian, Bob Queen of the Universe, Funky Usagi, the Modern Neanderthal, and the Japanese Princess. If you guys were characters instead of real people, you would make a great adventuring party. - Tome Wyrms

To my loving wife Melissa, thanks for putting up with the long evenings needed for IF's creation. - Sean Wilt

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Prolog: What's in a name?

Well, first I should explain that first we tried about half a dozen other names for this game. Some of the names we wanted were already taken. But most of the time, the problem was, a name conjured up too specific an image, or no image at all.

While there is a great variety in fantasy, it is a single genre. Where as science fiction has a multitude of sub genera: post apocalyptic, modern horror, dystopian, space rangers, space opera, space exploration, and alien invasions, to name a few.

In fantasy, magic, in some form or another, is an interregnal part of the story. But when you consider science fiction, there is Sci Fi which doesn't involve supernatural forces; Sci Fi which doesn't involve androids; Sci Fi which doesn't involve space travel. While there are many elements which can be included, or have a Sci Fi feel to them, no single one is actually mandatory the way magic defines the fantasy genera.

So after our last name fell through I was lying in bed one day (I was performing astronomical observations at the time, so living a nocturnal lifestyle.) As I tried to ignore the sunlight and drift off to sleep, I thought about a name which could capture the feel of 'generic Sci Fi.' Given the variety in different people's visions of the futures, what one name could possibly capture the feeling of the infinite possible futures?

The infinite possible futures? In the RPG industry, how you abbreviate the name of your game is a non-trivial question. Acronyms are one of the most popular ways. Infinite Futures naturally becomes IF. And that is really what Sci Fi is all about "What IF..."

So now come, explore the infinite futures with us. It all starts by asking yourself that one simple question, "What IF?"

To create a character, you will have to determine the character's ability scores (Chapter 1), then choose a race (Chapter 2) and starting class (Chapter 3) for the character. Then you can fine tune the character with you selection of skills (chapter 4) and feats (Chapter 5). Finally you need to choose starting equipment for your character (Chapter 6).

Introduction

Introduction to Role Playing

Eric Mona, one of the designers of the Pathfinder Role Playing Game, made one of the most insightful comments about writing RPGs, I have ever heard while he was Editor of *Dungeon Magazine*, "We have to assume that every issue [of *Dungeon*] is somebody's first." Likewise, I have to assume that this is somebody's first Role Playing Game. If you are that somebody, this section is for you.

First: Thank you for buying this book, I hope it lives up to your expectations. Role Playing Games are an engrossing hobby, which is difficult to explain. Role Playing Games are expansions of the children's game "Make Believe." The point of the game is to pretend to be someone else. Concrete rules (usually involving dice rolls) are used to prevent the "you can't do that" arguments that plague children's games. Every player is given a single character to control. These characters will be the stars of the story you'll tell with the other players. One player, called the Game Master, gives up his right to play a staring role, to play all of the supporting roles, including the antagonists.

Infinite Futures is a complete Role Playing Game, with every thing you need to start playing. As the saying goes "Just add dice."

To play this game you will need "d20 dice." There are six types in this games system: 4 sided dice, 6 sided dice, 8 sided dice, 10 sided dice, 12 sided dice, and 20 sided dice. Many roll playing games use a common system of notation to let you know how many dice of what type to roll. The form of this notation is #d#. The "d" stands for dice, the number before the 'd' is the number of dice you roll, and the number after the 'd' is the number of sides each of those dice have. Thus 3d6, would mean that you roll 3 dice with 6 sides each and add the results together.

In order to play Infinite Futures, you will need to create a character who will server as your alter ego in the game. If you are the GM, you will not have a personal character, but you have enough other responsibilities, that an entire section of this book is dedicated to helping you.

**“Space is as infinite as we can imagine,
and expanding this perspective is what
adjusts humankind’s focus on conquering
our true enemies, the formidable foes:
ignorance and limitation.”**

- Vanna Bonta



Once we have a war there is only one thing to do. It must be won.
For defeat brings worse things than any that can ever happen in war.

- Ernest Miller Hemmingway



Chapter 1

Abilities

Chapter 1: Abilities

Every Character has six abilities: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha).

You determine your character's scores by assigning ability points to a base score, generally assigning more points to abilities important to your character. These scores are then modified by the race you choose for your character, and scores can be increased through experience as the character gains levels

Determining Ability Scores

All characters begin with a score of 8 in all six abilities, and an additional 27 ability points that can be added to increase these scores. Ability scores are increased by one point for every ability point added, up to a maximum of 16. Increasing a starting ability score beyond 16 requires two ability points for each additional point by which the ability score is increased. Ability points cannot be used to raise any starting ability score beyond 18.

Ability Point Cost	
Ability Score	Ability Point Spent
8	0
9	1
10	2
11	3
12	4
13	5
14	6
15	7
16	8
17	10
18	12

The Abilities

Each ability partially describes the character and affects some of their actions.

Strength (Str)

Strength measures the character's muscle and physical power. This ability is especially important for martial artist because it helps them prevail in combat, triggermen need a high strength to control weapons with a high recoil. Strength also limits the amount of equipment the character can carry.

Apply the character's Strength modifier to:

- * Melee attack rolls.
- * Damage rolls when using a melee weapon or a thrown weapon (including a sling). (*Exceptions:* Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus.)
- * Climb, and Swim checks. These are the skills that have Strength as their key ability.
- * Strength checks (for breaking down doors and the like).

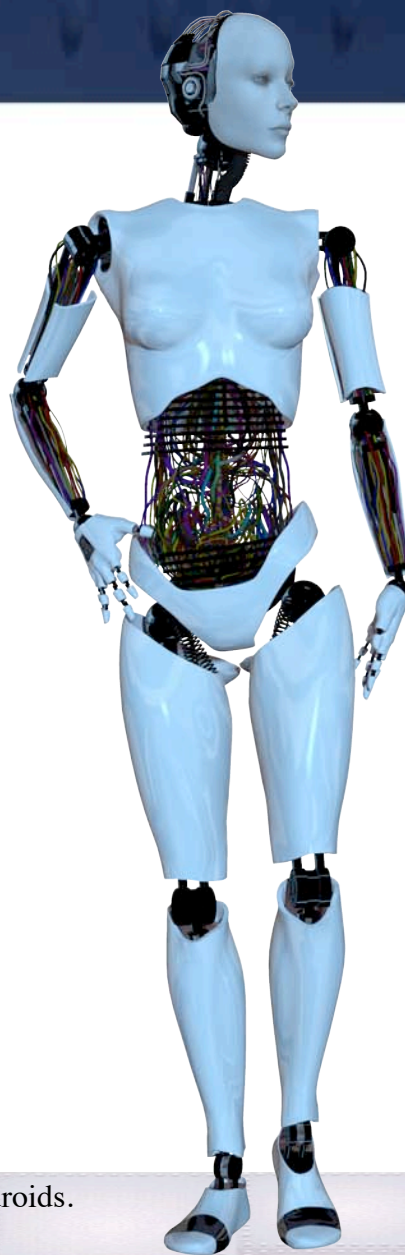
Chapter 2: Races

Every character in Infinite Futures has a race. Not to be confused with ethnic background, race is a gaming term meaning roughly species. Each race grants a character certain game bonuses; some races also carry penalties. More importantly race gives important role playing clues about a character's background and world view.

Androids

An android is a machine modeled after human beings. They look similar to humans, but the similarities are more than skin deep. The architecture of an android's brain allows it to learn from experience. When facts are insufficient, it can guess. On the microscopic level, uncertainties in the chemical manufacturing processes mean all manufactured brains vary slightly from the blueprint. Behavioral tendencies can be programmed into their brains, but identical units develop distinctive personalities shortly after activation.

Some philosophers claim that Androids aren't artificial copies of people: they are artificial people. The two most common types of androids are Industrial and Service.



The following racial traits apply to all androids.

Android Racial Traits

- * **Artificial Brain:** An android's artificial brain is sufficient for anything which as an internal computer as a prerequisite. If androids are included in the campaign, the GM must use at least some of the cyberware rules presented in Chapter 7. But even if androids exist in a campaign a GM can disallow organic characters from having cybernetic implants.
- * **Computer port:** All androids have a cable which allows them to plug into standard computer ports. When physically connected to a computer network by this cord, an android may make Computer Use checks as a move-equivalent action. The android receives a +4 bonus to Computer Use checks if it is connected directly to the target computer.
- * **- 4 to Identity Tolerance.** An android's brain is more developed but less adaptive than humans, so they have trouble coping with after market modifications. See Chapter 7: Cyberware for a description of Identity Tolerance.
- * **Immunity to disease, aging, poisons, and death effects.**

**Now I am become Death, the destroyer of worlds
- Quote from the Bhagavad Gita
Robert Oppenheimer upon seeing the first
test detonation of an
atomic bomb.**



Chapter 3 Classes

Outlander

The future doesn't stop at the city limits. Even in developed and densely populated plants, pockets of wilderness remain. In addition to virgin wilderness there are poisoned and irradiated badlands, and every new worlds is a new frontiers. Outlanders are hunters, wanderers, fishers and farmers who live outside the hustle and bustle of urban life.

It seems like every outlander has a different reason for living far from the world of modern comforts; some were born in the wilderness and had little choice but to survive in the harsh conditions; some are nature lovers; some long for the new discoveries to be made on the frontiers; some are just disenchanted with modern society and are looking to escape.

As much as their understanding of nature, what defines the outlanders are their self-reliance, the ability to endure hardship and their stubborn refusal to quit once they have set their minds to a task. Outlanders know how to get the most out of every piece of equipment and will continue to use (often out of necessity) what others' would consider broken junk. They apply the same philosophy to their own bodies and have the seemingly supernatural ability to push themselves past their biological limits and continue on pure will power.

Outlanders are not necessarily antisocial hermits. Many enjoy the bright lights and creature comforts of society. But before very long, the walls start feeling too close and the crowds to numerous; pushing the outlanders back out to the fringes.

Class Skills

The outlander's class skills are Acrobatics (Dex), Climb (Str), Domestic Science (Cha), Drive (Dex), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (earth-life, modern culture, paranormal) (Int), Linguistics (Int), Medical (Wis), Navigation (Int), Perception (Wis), Profession (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.



Hit Die

d12

Starting Funds

(2d6+3) x100 sbc

Level	Base Attack Bonus	Base Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	+0	Favored Terrain, Combat Feat
2nd	+1	+1	+3	+3	+0	Outlander Ability
3rd	+1	+1	+3	+3	+1	Endurance, +2 Jury-rig
4th	+2	+1	+4	+4	+1	Great Endurance, Outlander Ability
5th	+2	+2	+4	+4	+1	Favored Terrain
6th	+3	+2	+5	+5	+2	Combat Feat, Outlander Ability
7th	+3	+2	+5	+5	+2	Damage Reduction 1/-
8th	+4	+3	+6	+6	+2	Outlander Ability
9th	+4	+3	+6	+6	+3	Evasion +4, Jury-rig,
10th	+5	+3	+7	+7	+3	Damage Reduction 2/-, Favored Terrain, Outlander Ability
11th	+5	+4	+7	+7	+3	Stubborn Survival, Combat Feat
12th	+6 / +1	+4	+8	+8	+4	Camouflage, Outlander Ability
13th	+6 / +1	+4	+8	+8	+4	Damage Reduction 3/-, +6 Jury-rig
14th	+7 / +2	+5	+9	+9	+4	Combat Feat, Outlander Ability
15th	+7 / +2	+5	+9	+9	+5	Favored Terrain
16th	+8 / +3	+5	+10	+10	+5	Damage Reduction 4/-, Improved Evasion, Outlander Ability
17th	+8 / +3	+6	+10	+10	+5	Hide in Plain Sight
18th	+9 / +4	+6	+11	+11	+6	Combat Feat, Outlander Ability
19th	+9 / +4	+6	+11	+11	+6	Damage Reduction 5/-
20th	+10 / +5	+7	+12	+12	+6	Favored Terrain, Improved Stubborn Survival, Outlander Ability



Class Features

All of the following are class features of the outlander.

Weapon and Armor Proficiency: An outlander is proficient with all simple weapons and personal firearms and with light armor, medium armor, and shields.

Favored Terrain: At 1st level, an outlander may select a type of terrain from the Favored Terrains table. The outlander gains a +2 bonus on initiative checks and Knowledge (Earth Life Sciences), Perception, Stealth, and Survival skill checks when he or she is in this terrain. An outlander traveling through their favored terrain normally leaves no trail and cannot be tracked (though they may leave a trail if they so chooses).

At 5th level and every five levels thereafter, the outlander may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the outlander's bonuses do not stack; they simply uses whichever bonus is higher.

Combat Feat: An outlander gains bonus combat feats at 1st, 6th, 11th, 14th, and 18th level. These feats must be chosen from the following list. The outlander must meet all normal prerequisites for the feats.

Acrobatic Step, Alien Logic, Archaic Weapon Proficiency, Catch Off-Guard, Combat Reflexes, Defensive Combat Training, Dodge, Improved Initiative, Nimble Moves, Run, Save Enhancement, Skill Specialization, Throw Anything, Toughness, Well Versed, Zero-G Training.

Favored Terrains

Cold (ice, glaciers, snow, and tundra)

Desert (sand and wastelands)

Forest (coniferous and deciduous)

Jungle

Mountain (including hills)

Plains

Urban

Swamp

Underground (caves and dungeons)

Water (above and below the surface)

Post Apocalyptic (Toxic or irradiated wastelands)

The Void (Zero G vacuum)

Gas Giants

Airless Worlds

Endurance: An outlander gains Endurance as a bonus feat at 3rd level.

Jury-Rig: Starting at 3rd level, an outlander gains a +2 competence bonus on Mechanical skill checks made to attempt temporary or jury-rigged repairs. See the Mechanical skill for details on jury-rigging.

At 8th level, this competence bonus increases to +4. At 13th level the bonus increases to +6 and at 18th level to +8.

Great Endurance: Starting at 4th level, the length of time an outlander can exist under adverse conditions without penalty increases. When determining the number of rounds an outlander can hold their breath or run; the number of hours the character can go without water; or how far below zero the character's hit points can drop before he or she dies, their effective constitution score is their actual constitution, plus 1/2 his or her outlander level (rounded down).

Damage Reduction: At 7th level, an outlander gains damage reduction. Subtract one from the damage the outlander takes each time they are dealt damage from a weapon or natural attack. This damage reduction stacks with any granted by armor the outlander is wearing. At 10th level, and every three outlander levels thereafter (13th, 16th, and 19th level), this damage reduction rises by one point. Damage reduction can reduce damage to zero but not below zero.

Evasion: When he reaches 9th level, an outlander develops a knack for getting out of harms way. If they make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, they instead takes no damage. Evasion can be used only if the outlander is wearing light armor, medium armor, or no armor. A helpless outlander does not gain the benefit of evasion.

Stubborn Survival: Starting at 11th level, the outlander is no longer affected by the following conditions: dazed, fatigued, sickened or staggered.

In the case of fatigue, the outlander does not suffer the penalty to strength and dexterity. But the character is still considered fatigued, and performing an action which would cause fatigue causes the character to become exhausted as normal. If the fatigue was caused by suffering non-lethal damage, that damage still accumulates. It still requires eight hours of rest to recover from fatigue.

If the character also has the Diehard feat, while staggered for being in negative hit points, the outlander can continue to take move, standard, and full round actions as normal, without fear of causing further damage to himself.

Camouflage: An outlander of 12th level or higher can use the Stealth skill to hide in any of their favored terrains, even if the terrain doesn't grant cover or concealment.

Improved Evasion: At 16th level, an outlander's evasion improves. This ability works like evasion, except that while the outlander still takes no damage on a successful Reflex saving throw against attacks, they henceforth takes only half damage on a failed save. A helpless outlander does not gain the benefit of improved evasion.

Hide in Plain Sight: While in any of his favored terrains, an outlander of 17th level or higher can use the Stealth skill even while being observed.

Improved Stubborn Survival: At 20th level, an outlander is not affected by the following conditions: disabled, exhausted, and nauseated. While disabled, the outlander can continue to take move, standard and full round actions as normal without causing further damage to themselves.



Outlander Abilities

Outlanders are as varied as the lands they travel.

At 2nd level and every even level thereafter the outlander gains an outlander ability chosen from the list below. Some abilities have prerequisites, which must be met before that ability can be taken. Unless otherwise stated, each ability may only be taken once.

Exploit Weakness: The outlander adds his Wisdom modifier to all melee damage rolls and to damage rolls for ranged attacks against targets within 30ft.

Energy Resistance: The outlander gains two points of resistance against one of the following types of energy: acid, cold, electricity, fire, or radiation. This talent can be taken more than once; each time the outlander must choose a different type of energy.

Flexible Scavenge: When an outlander with this ability can't find the part he or she needs, they make do with what they can find. With this ability the outlander gains a +4 bonus to Engineering skill checks made to scavenge parts.

High Jump: An outlander with this ability adds one half his or her outlander class level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, they always counts as having a running start when making jump checks using Acrobatics. If the character has High Jump as a class ability for two classes, the levels stack when determining the bonus.

Hold Together: An outlander with this ability can continue to use a vehicle or piece of equipment after it has been broken (reduced to zero hit points). A piece of equipment which is used while broken takes one point of damage each round during combat, or each hour of travel outside of combat.

Hot Swap: An outlander with this ability can attempt to repair a vehicle or piece of equipment while it is still running.

Light Sleeper: The infiltrator suffers only a +5 penalty (instead of the normal +10) to perception checks while asleep.

Night Vision: The outlander gains the Night Vision feat. This is an exception to the rule that this feat can only be taken at character creations.

Personalize: Too many home repairs make an outlander's equipment quirky and temperamental. No one except the outlander knows all the tricks to make it work. Other characters take a -4 penalty to all skill checks and attack rolls when using a piece of equipment which has been personalized by an outlander. An outlander with this ability can intentionally personalize a piece of equipment or vehicle with one day's work. Otherwise, the equipment automatically personalizes after it has been in the possession of an outlander with this ability for more than one year. The outlander can teach another outlander how to use a piece of personalized equipment, even if that character does not have the Personalize ability. Other classes would rather just shell out for a new unit instead of putting up with the quirks.

Poison Resistance: An outlander with this ability gains a +4 bonus on saving throws to resist the effects of poisons.

Quick Salvage: An outlander with this ability takes half as long as normal to salvage parts with an Engineering skill check.

Scent: The outlander gains the scent ability.

Slippery Mind: The outlander is just too stubborn to give into mind control. If an outlander is affected by a power effect which affects their mind, and fails his saving throw, they can attempt it again one round later at the same DC. They get only this one extra chance to succeed on his saving throw.

Speedy: The outlander's base speed increases by 10 ft, while he or she is unencumbered. This talent may be taken more than once, each time increase the outlander's speed by an additional +10 ft., up to a maximum of +30 ft. If the character has Speed as a class ability for two classes, it can only be taken a total of three times (not three times per class).

Sureheart: An outlander who takes this talent receives a +2 bonus to Will saves against fear.

Swift Tracker: Beginning at 8th level, an outlander can move at his or her normal speed while using Survival to follow tracks without taking the normal -5 penalty. They take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Resist Critical: When a possible critical hit is scored against the outlander, the outlander receives +4 bonus to defense against an attack roll to confirm a critical.

Track: An outlander adds half their level (minimum one) to Survival skill checks made to follow or identify tracks.

Waterborne: The outlander gains a swim speed equal to 1/2 his or her base land speed. The character does not gain a racial bonus to skill checks, but make use of all the other advantages of having a base swim speed: they can swim through normal water without need of a skill check; they can take 10 on skill checks to avoid a hazard; and he or she can use a run action while swimming.

Wild Empathy: An outlander can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). The outlander rolls 1d20 and adds their outlander level and their Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the outlander and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes one minute, but as with influencing people, it might take more or less time.

The outlander can also use this ability to influence an alien beast with an Intelligence score of one or two, but he takes a -4 penalty on the check.



Note that the Mystic class is featured here for completeness sake, but information on the class is provided in another product by Avalon Games.

	Charmer (6)	Infiltrator (8)	Outlander (4)	Techie (8)	Trooper (2)	Mystic (2)	Psychic (2)	Untrained?	Ability
Acrobatics	-	C	C	C	-	-	-	Yes	Dex **
Appraise	C	C	-	C	-	C	C	Yes	Int
Bluff	C	C	-	-	-	-	C	Yes	Cha
Climb	-	C	C	-	C	-	-	Yes	Str **
Computer Use	-	C	-	C	C	-	-	Yes	Int
Craft*	C	-	-	C	-	C	C	Yes	Int
Diplomacy	C	-	-	C	-	C	C	Yes	Chr
Disable Device	-	C	-	C	-	-	-	No	Dex **
Disguise	C	C	-	-	-	-	-	Yes	Chr
Domestic Science	C	C	C	C	C	C	C	Yes	Chr
Drive	-	-	C	C	C	-	-	Yes	Dex
Engineering	-	-	-	C	C	-	-	No	Int
Escape Artist	-	C	C	-	-	-	-	Yes	Dex **
Forgery	C	C	-	C	-	-	-	Yes	Int
Handle Animal	-	-	C	-	-	C	-	No	Chr
Intimidate	C	C	C	-	C	-	C	Yes	Chr
Knowledge*									
Earth & Life Sciences	-	-	C	C	-	C	C	No	Int
Economics	C	-	-	C	-	-	-	No	Int
Humanities	C	-	-	-	-	C	C	No	Int
Military	C	C	-	C	C	-	-	No	Int
Modern Culture	C	C	C	C	C	C	C	No	Int
Paranormal	-	-	C	C	-	C	C	No	Int
Physical Sciences	-	-	-	C	-	-	-	No	Int
Streetwise	C	C	-	-	-	-	-	No	Int
Linguistics	C	C	C	C	C	C	C	Yes	Int
Medical	-	-	C	C	-	C	-	Yes	Wis
Navigation	-	C	C	C	-	-	-	Yes	Int
Perception	-	C	C	-	C	C	C	Yes	Wis
Perform*	C	-	-	-	-	C	C	Yes	Cha
Profession	C	C	C	C	C	C	C	Yes	Wis
Sense Motive	C	C	-	-	-	C	C	Yes	Wis
Sleight of Hand	-	C	-	-	-	C	C	No	Dex **
Stealth	-	C	C	-	C	-	-	Yes	Dex **
Survival	-	-	C	-	C	-	-	Yes	Wis
Swim	C	C	C	-	C	-	-	Yes	Str **



**"Fantasy is the impossible made probable. Science fiction is the improbable made possible."
- Rod Serling, creator of The Twilight Zone**



Chapter 5

Feats

Feat Name	Prerequisite	Description
Acrobatic Steps	Dex 15, Nimble Moves	Ignore 20' of difficult terrain when you move
Advanced Martial Arts*	Improved Combat Martial Arts, base attack bonus +8	Unarmed attack critical hit deals x3 damage
Agile Maneuvers*	None	Use your Dex bonus when calculating your CMB
Agile Riposte*	Dodge	Additional attack of opportunity against designated for Dodge feat
Alien Logic	Earth Life 3 ranks, Sense Motive 3 ranks	Gain skill bonuses to Bluff and Sense Motive against a particular species
Archaic Weapons Proficiency*	None	Use archaic weapons without a -4 penalty
Armor Proficiency, Light	None	No penalties on attack rolls while wearing light armor
Armor Proficiency, Medium	Light Armor Proficiency	No penalties on attack rolls while wearing medium armor
Armor Proficiency, Heavy	Medium Armor Proficiency	No penalties on attack rolls while wearing heavy armor
Armor Proficiency, Powered	Medium Armor Proficiency	No penalties on attack rolls while wearing powered armor
Autofire Proficiency*	Personal Firearms Proficiency	Use autofire without a -4 penalty
Blind-fight*	None	Re-roll miss chances for concealment
Catch Off-Guard	None	No penalties for improvised melee weapons
Circle Initiate, First*	None	Unarmed damage increases to 1d6 + Str
Circle Initiate, Second*	First Circle Initiate, Base Attack Bonus +3	Unarmed damage increases to 1d8 + Str
Circle Initiate, Third*	Second Circle Initiate, Base Attack Bonus +6	Unarmed damage increases to 1d10 + Str
Circle Initiate, Fourth*	Third Circle Initiate, Base Attack Bonus +9	Unarmed damage increases to 2d6 + Str
Circle Initiate, Fifth*	Third Circle Initiate, Base Attack Bonus +12	Unarmed damage increases to 2d8 + Str
Cleave*	Power Attack	Strike two adjacent foes with a single attack
Combat Expertise*	Int 13	Trade attack bonus for AC bonus
Combat Martial Arts*	Base attack bonus +1	Unarmed attack deals 1d4 + Str lethal damage
Combat Reflexes*	None	Make additional attacks of opportunity
Common Model	Android or cyber-sapiens	Character has identical twins of the same model
Connections	None	+3 to Diplomacy and Gather Information, when dealing with connections
Critical Focus*	Base attack bonus +9	+4 bonus on attack rolls made to confirm critical hits
Cyber Body	None	+2 to Body Tolerance
Cyber Identity	None	+2 to Identity Tolerance
Cyber Surgery	Medical 1 rank, Engineering 1 rank, Surgery	No penalty on Medical rolls to treat a cyborg
Deadly Aim*	Dex 13, base attack bonus +1	-1 penalty to ranged attack, +2 bonus to damage
Defensive Combat Training*	None	Use your total Hit Dice as your base attack bonus for CMD
Diehard	Endurance	Automatically Stabilize and remain conscious below 0 hp
Diplomatic Focus	None	+4 bonus to Diplomacy under certain Circumstances
Dodge*	Dex 13	+1 Dodge bonus to DEF
Double Tap*	Dex 13, Personal Firearms Proficiency	-2 to attack, +1 die of damage

*** Indicated a Combat Feat**

Feat Name	Prerequisite	Description
Drive-By Attack	None	No penalty when attacking from moving vehicle
Endurance	None	+4 bonus on checks to avoid nonlethal damage
Exotic Weapon Proficiency*	Base attack bonus +1	No penalties on attacks made with one exotic weapon
Far Shot*	Point-Blank Shot	Decrease range penalties by half
Gray Genes	Cancarian, Human, Enigma, or Sokuja	Character can use gray genelocked equipment
Great Cleave*	Cleave, base attack bonus +4	Make additional attack after each attack hits
Greater Bull Rush*	Improved Bull Rush, base attack bonus +6	Enemies you bull rush provoke attacks of opportunity
Greater Disarm*	Improved Disarm, base attack bonus +6	Disarmed weapons are knocked away from enemy
Greater Feint*	Improved Feint, base attack bonus +6	Enemies the character feints lose Dex bonus for 1 round
Greater Grapple*	Improved Grapple, base attack bonus +6	Maintain grapple as a move action
Greater Overrun*	Improved Overrun, base attack bonus +6	Overrun enemies provoke attacks of opportunity
Greater Sunder	Improved Sunder, base attack bonus +6	Damage from sunder attempts transfers to your enemy
Greater Trip*	Improved Trip, base attack bonus +6	Tripped enemies provoke attacks of opportunity
Greater Two-Weapon Fighting*	Dex 19, Improved Two Weapon Fighting, base attack bonus +11	Gain additional off-hand attack
Greater Weapon Focus*	Weapon Focus, 8th level trooper	+1 bonus on attack rolls with one weapon
Greater Weapon Specialization*	Greater Weapon Focus, Weapon Specialization, 12th level trooper	+2 bonus on damage rolls with one weapon
Heavy Weapons Proficiency*	Autofire Proficiency	No penalty on attacks made with one heavy weapon
Hip Fire*	Autofire Proficiency	-2 to attack, double effect Str when using full autofire
Improved Bull Rush*	Power Attack	+2 bonus on bull rush attempts, no attacks of opportunity
Improved Combat Martial Arts*	Combat Martial Arts, base attack bonus +4	Unarmed attack threatens critical on 19-20
Improved Critical	Proficient with weapon, base attack bonus +8	Threat range of selected weapon doubled
Improved Disarm	Combat Expertise	+2 bonus on disarm attempts, no attack of opportunity
Improved Feint*	Combat Expertise	Feint as move action
Improved Grapple*	Dex 13, Combat Martial Arts	+2 bonus on grapple attempts, no attack of opportunity
Improved Initiative	None	+4 to initiative checks
Improved Overrun*	Power Attack	+2 bonus on overrun attempts, no attack of opportunity
Improved Precise Shot*	Dex 19, Precise Shot, base attack bonus +11	No cover or concealment chance on ranged attacks
Improved Save Enhancement	Save Enhancement	Re-roll failed save
Improved Sunder*	Power Attack	+2 bonus on sunder attempts, no attack of opportunity
Improved Trip*	Combat Expertise	+2 bonus to trip attempts, no attack of opportunity
Improved Two Weapon Fighting*	Dex 17, Two Weapon Fighting, base attack bonus +6	Gain additional off-hand attack
Information Station	Connections	+4 Bonus to knowledge checks when researching
Leadership	Character level 7	Gain a cohort and followers
Lead Hose*	Heavy Weapons Proficiency, Trooper level 2	Add 1/2 Trooper level to save DC when using autofire

* Indicated a Combat Feat

Feat Name	Prerequisite	Description
Lead Rain*	Lead Hose	Widen autofire area of effect
Lethal Burst*	Personal Firearms Proficiency	Double critical threat range when using Burst fire
Lock'n Load*	Heavy Weapons Proficiency	Character is not encumbered by heavy weapons
Martial Arts Weapons Proficiency*	None	Use martial arts weapons without a -4 penalty
Mechanical Miracle	Lesser Mechanical Miracle	Engineering check restores 2d8 points of damage
Mechanical Miracle, Greater	Mechanical Miracle	Engineering check restores 3d8 points of damage
Mechanical Miracle, Lesser	None	Engineering check restores 1d8 points of damage
Medical Miracle	None	Medical check restores 2d8 points of damage
Medical Miracle, Greater	Medical Miracle	Medical check restores 3d8 points of damage
Medical Miracle, Lesser	None	Medical check restores 1d8 points of damage
Metal Body Style*	Combat Martial Arts, one or more artificial limbs	+2 to damage with unarmed strike and melee cyber weapons
Mobility*	Dodge	+4 to Def against attacks of opportunity for moving
Mystic Talent	None	The character gains mystic powers
Nightvision	Cancrian, Enigma, Gray, Human, Sokuja	Quality of nightvision improves
Nimble Moves	Dex 13	Ignore 5' of difficult terrain when you move
Paragon	None	Varies by race
Personal Firearms Proficiency	None	Use firearms without a -4 penalty
Pinpoint Targeting*	Improved Precise Shot, base attack bonus +16	Bypass armor with single ranged attack
Point-Blank Shot*	None	+1 to attack and damage for ranged attacks within 30'
Power Attack	Str 13, base attack bonus +1	Trade melee attack bonus for damage
Precise Shot*	Point-Blank Shot	No penalty for shooting into melee
Quickdraw*	Base attack bonus +1	Draw weapon as free action
Quick Reload*	Personal Firearms Proficiency, base attack bonus +1	Reload firearms faster than normal
Rock'n Roll*	Lock'n Load	Roll extra die when using heavy weapons, drop low roll
Run	None	Run speed increases to x5, +2 to jump checks
Save Enhancement	None	+2 bonus to saves
Shot on the Run*	Mobility	Move before and after ranged attack
Simple Weapons Proficiency	None	Use simple weapons without a -4 penalty
Skill Specialization	None	+3 bonus on one skill (+6 at 10 ranks)
Skip Shot*	Precise Shot	Ignore cover under some conditions
Sniping*	Wis 13, Far Shot	Aim action adds +2 bonus to next ranged attack
Spring Attack*	Mobility	Move before and after melee attack
Stand Still*	Combat Reflexes	Stop enemies from moving past
Step Up*	Base attack bonus +1	Take a 5-foot step as an immediate action

* Indicated a Combat Feat

Feat Name	Prerequisite	Description
Surgery	Medical 1 Rank	Perform surgery without a -4 penalty
Throw Anything*	None	No penalties for improvised ranged weapons
Toughness	None	+3 hit points, +1 per Hit Die beyond 3
Two-Weapon Fighting*	Dex 15	Reduce two-weapon fighting penalties
Vehicle Dodge	Dex 13, Drive 3 ranks	+1 Dodge bonus to vehicle's defense
Vehicle Operation	Drive 1 rank	Drive vehicles without a -4 penalty
Walk Fire*	None	Widen autofire area of effect
Weapon Focus*	Proficient with weapon, base attack bonus +1	+1 bonus on attack rolls with one weapon
Weapon Specialization*	Weapon Focus, 4th level trooper	+2 bonus on damage rolls with one weapon
Well Versed	None	+2 bonus to two skills
Xeno-Biology	Earth, Life 3 ranks, Medical 3 ranks, Surgery	No penalty on Medical rolls to treat aliens
Zero-G Training	Dex 13, Acrobatics 1 rank	Act in Zero-G without a -4 penalty

* Indicated a Combat Feat

Acrobatic Steps

The character can easily move over and through obstacles.

Prerequisites: Dex 15, Nimble Moves

Benefit: Whenever the character moves, he or she may move through up to 15 feet of difficult terrain each round as if it were normal terrain. The effects of this feat stack with those provided by Nimble Moves (allowing the acrobat to move through a total of 20 feet of difficult terrain each round).

Advanced Martial Arts (Combat)

The martial artist knows how to make the most of his unarmed attacks.

Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8.

Benefit: When the martial artist scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.

Normal: An unarmed strike critical hit deals double damage.

Agile Maneuvers (Combat)

The character has learned to use his or her quickness in place of brute force when performing combat maneuvers

Benefit: The character may add their Dexterity bonus to their base attack bonus and size bonus when determining their Combat Maneuver Bonus instead of their Strength bonus.

Normal: The character adds their Strength bonus to their base attack bonus and size bonus when determining their Combat Maneuver bonus.

Agile Riposte (Combat)

The defender can make his or her opponent pay if they miss their target.

Prerequisites: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the defender may make an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously. Even a character with the Combat Reflexes feat cannot use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

Firearms

The history of chemically based projectile weapons and energy weapons is over a thousand years long and started with the invention of gunpowder. The first guns would be considered hand cannons instead of a proper firearm. The bamboo of the fire-lance was quickly replaced with metal. The cannons shrunk in size until they took the form of the flintlock. From there, they became breech loaders thanks to the introduction of the bullet.

Once this development came about, the next innovation is the speed of which the ammunition came out the gun. Breech loaders became semiautomatic to automatic. The introduction of automatic projectile weapons revolutionized warfare. The last major innovation before the advent of energy was the use of electromagnetism to propel bullets instead of chemical based propulsion. Guns became safer to fire due to elimination of unstable chemicals and the occasional explosion.

The next development was the use of energy instead of matter as the deliverer of damage. The energy first came from amplified light, then plasma and finally esoteric forms of energy are now used. The advent of energy really developed once the revelation of other intelligent species became public to the Earth. The sharing of technology created increases in the rate of innovation. The present day grants anyone the ability to get a weapon for a relatively cheap price and to suit nearly any purpose.

Weapon Type	Damage	Critical	Range Increment	RoF*	Ammo	Size	Weight	Cost
Archaic								
Bow	1d8	20	40 ft.	1	—	Large	3 lb	500 sbc
Crossbow, Med	1d10	19–20	40 ft.	1	1 int.	Med.	7 lb	250 sbc
Slug Throwers								
Light Pistol	2d6	20	40 ft.	S, B	15/clip	Small	3 lb	300 sbc
Heavy Pistol	2d8	20	40 ft.	S	8 revolver	Med	4 lb	450 sbc
Machine Gun	2d10	20	100 feet	B, A	50/belt	Huge	42 lb	3,000 sbc
Rifle	2d10	20	80 ft.	S	5 int.	Large	8 lb	200 sbc
Shotgun	2d8	20	40 ft.	S	7 int	Large	8 lb	200 sbc
SMG	2d6	20	40 ft.	S, B, A	30/clip	Large	8 lb	500 sbc
Laser Weapons								
Laser Pistol	2d8	20	40 feet	S	50/battery	Med.	3 lb	1,500 sbc
Laser Rifle	2d8	20	80 feet	S	50/battery	Large	8 lb	2,500 sbc
Laser, Sniper Rifle	3d8	20	120 feet	S	50/battery	Large	14 lb	3,000 sbc
Laser, Assault Rifle	3d8	20	80 feet	S, B	50/battery	Large	15 lb	4,000 sbc
Pulse Laser	3d8	20	60 feet	S, B, A	50/battery	Large	40 lb	6,000 sbc



Light Combat Armor



Medium Combat Armor



Heavy Combat Armor



Space Combat Armor



Power Armor

Courier

A courier is capable of extended operation away from its base (frequently a larger ship). Many low-end star yachts and exploration ships fall into the courier category.

Type: Ultralight

Size: Gargantuan (−4 size)

Subtype: Courier

Length: 45 feet

Weight: 90,000 lb.

Base Purchase DC: 48

Restriction: Licensed (+1)

Price 3,000,000 sbc

Crew: 4 (trained +4)

Passenger Capacity: 12

Cargo Capacity: 9,000 lb.

Defense: 11

Flat-footed Defense: 9

Autopilot Defense: 8

Hardness: 20 : 4 (trained +4)

Hit Dice: 8d20 (160 hp)

Initiative Modifier: +2

Targeting System Bonus: +2

Pilot's Class Bonus: +3

Pilot's Dex Modifier: +2

Gunner's Attack Bonus: +2

Grapple Modifier: +12

Attack: Laser +0 ranged (6d8)

Attack of Opportunity: None

Standard Design Specs:

Engines: Ion engine, thrusters

Armor: Polymeric

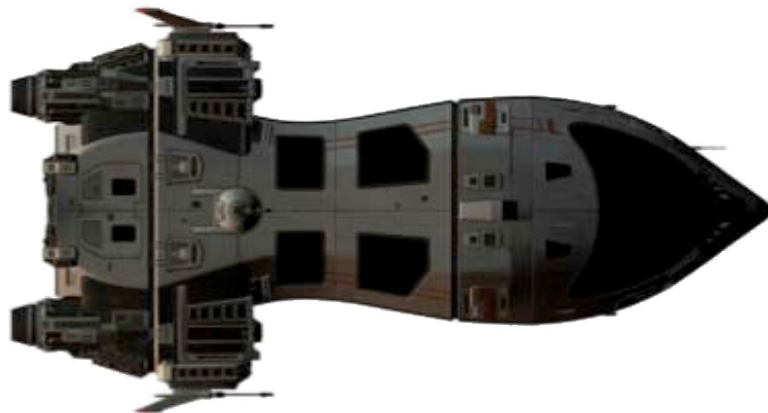
Defense Systems: Autopilot system, damage control system (1d10)

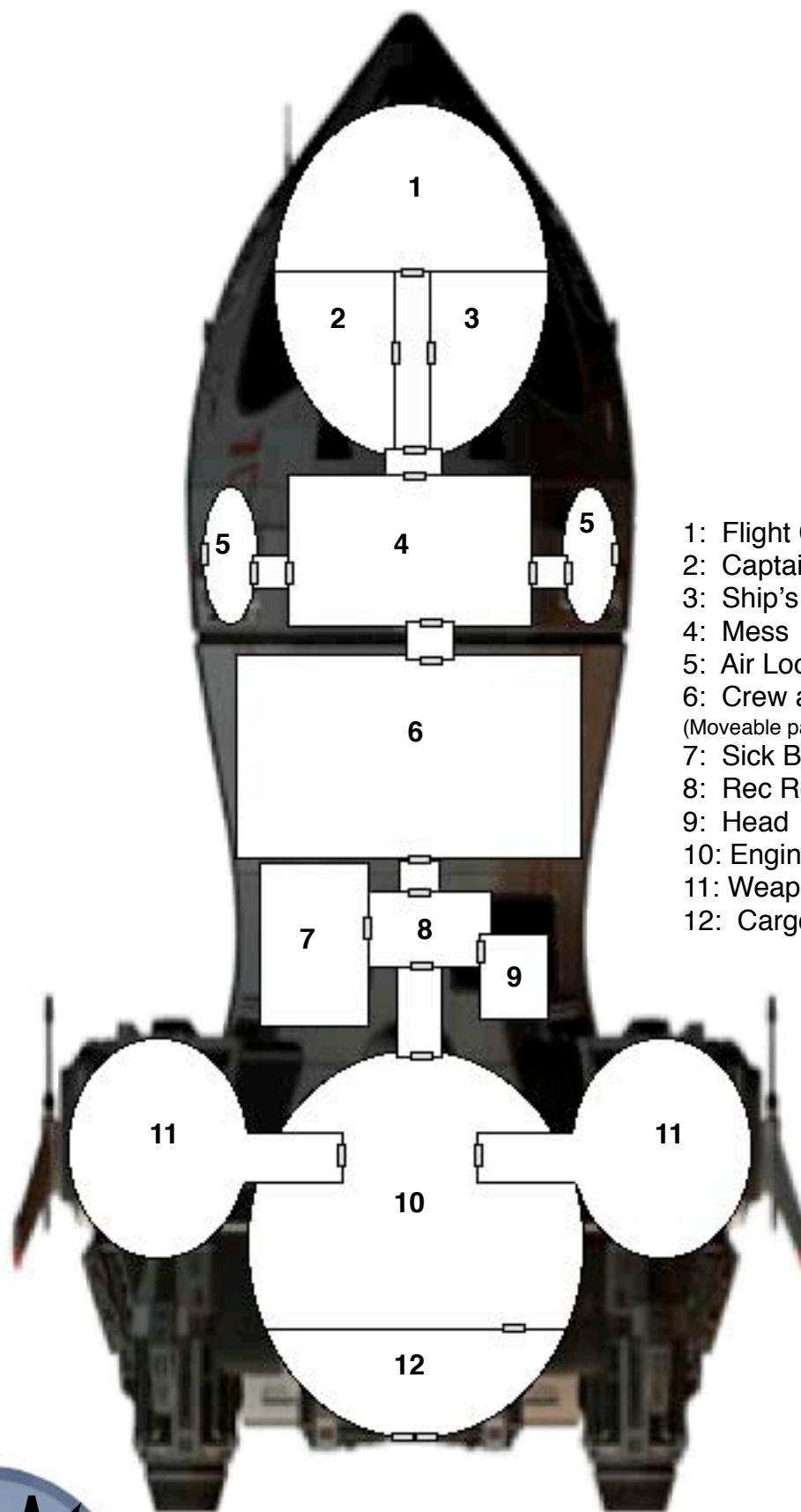
Sensors: Class II sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 1 laser (range incr. 3,000 ft.)

Grappling Systems: Grapplers





- 1: Flight Controls
- 2: Captain's Quarters
- 3: Ship's Computer and Controls
- 4: Mess
- 5: Air Lock
- 6: Crew and Passenger Quarters
(Moveable partitions allow different configurations)
- 7: Sick Bay
- 8: Rec Room
- 9: Head
- 10: Engines
- 11: Weapon Bays
- 12: Cargo Hold

"Wars may be fought with weapons, but they are won by men. It is the spirit of the men who follow and of the man who leads that gains the victory."

- General George S. Patton



Chapter 9

Combat

Pirates of the Outer Fringe

The Fringe is a lawless place, and of the outlaws and mercenaries of this area of space, the pirates of the Outer Fringe are the most deprived, the most foul in their deeds and action. Slavers, killers and kidnappers, the pirates of the Fringe are well known for boarding ships in the deep of space and killing all on board. They prey on small trade ships and transports, but have also been known to raid outlying outposts and colonies with equally brutal force and carnage.

There are countless bands of these pirates, some as small as a few hard men, or as large as the Pirate lords of the outer belts, with thousand of men and hundreds of ships under their command. Some of these pirate lords are well known, such a Black Eyed Pete and the pirate queen Morgan the Red Handed. Others though are just nameless killers and raiders, seeking a hard life in a hard part of space.

Pirate Captain

It takes a special kind of man or woman to lead the star pirates, a killer unlike any other. The hard men and woman that lead the various pirate bands are the worst of the worst, the meanest killers, the toughest fighter, and the nastiest people to live. It takes more than brain and brawn to lead pirates out on the fringe, it takes someone with no soul.



Equipment: Plasma Rifle, Dagger, Hvy Combat Armnor, Comm Unit

Note: Weapon will vary based upon the situation on which the pirate captain is encountered. and the size of his or her pirate band

Pirate Captain Human Trooper 7/Infiltrator 5

XP 12,800 **CR** 11 N Medium humanoid

Senses Perception +13

Init +10

Defense

AC 19, touch 16, flat-footed 13 (+2 armor, +6 Dex), **DR** 5/-

hp 80 (12 HD; 7d10+5d8+19)

Fort +7 **Ref** +12 **Will** +4, +2 vs. Fear

Offense

Speed 30ft

Melee dagger +18/+15 (1d4+6/17-20) or 2 daggers +16/+11 (1d4+6/17-20)

Ranged Plasma Pistol +17/+12 (2d10)

Space 5 ft.; Reach 5ft.

Special Attacks sneak attack +3d6, weapon training (light blades +1)

Statistics

Str 14 **Dex** 22 **Con** 13 **Int** 12 **Wis** 10 **Cha** 14

Base Atk +10 **CMB** +12 **CMD** 28

Feats Dazzling Display, Exotic Weapon Proficiency, Improved Critical (dagger), Improved Initiative, Improved Two-Weapon Fighting, Save Enhancement (reflex), Improved Save Enhancement (Reflex), Skill Focus (Acrobatics), Skill Focus (Intimidate), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger)

Skills: Acrobatics +30, Appraise +5, Bluff +10, Climb +10, Craft (ships) +5, Diplomacy +4, Disable Device +14, Disguise +5, Escape Artist +10, Intimidate +20, Knowledge (local) +5, Perception +13, Profession (Star Pilot) +10, Ride +10, Sleight of Hand +10, Stealth +20, Survival +5, Swim +10

Languages Standard

SQ SQ armor training 2, light sleeper, weapon training, trap spotter

Psychic

The Psychic has unlocked the secret potential of their mind. Psychics often study magical lore about pyramid power or lei lines. But a psychic never relies on these outside forces; he or she only uses them as tools to release the abilities dormant in their own mind.

Psychic powers follow a 'mind over matter' philosophy. Their powers are flashy, often destructive, intended to force the outside world to bow to the psychic's will.

Channeling psychic powers requires a strong sense of self and enough charisma to not only argue with the very forces of nature, but to win the argument. Humble psychics claim there is nothing special about themselves; they've only learned to use the potential latent in all of us.

Hit Die

d6

Starting Funds: $(2d4+4) \times 100$ SBC

Class Skills

The psychic's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Domestic Science (Cha), Intimidate (Cha), Knowledge (earth life sciences, humanities, modern culture, paranormal) (Int), Linguistics (Int), Manifestation Craft (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Slight of Hand (Dex).

Skill Ranks per Level: 2 + Int modifier.

