

SAVAGE STAR FRONTIERS



SAVAGE STAR FRONTIERS WEAPONS AND EQUIPMENT SUPPLEMENT

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So, kick back with some old 80's music in your iTunes and relive one of the best settings TSR came out with.

I'll see you on the edge of the Xagy Dust Nebula!

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This is a listing of the different types of weapons, armor and equipment available in the SF Universe. It also has rules for creating Computers and Robots in this setting.

Attacks

Melee Weapons

Type	Damage	Weight	Cost	Min STR	Notes
Axe	Str +2	2	15	D6	
Bottle/Mug	Str +1	-	-	-	
Brass Knuckles	Str +2	1	10	-	
Chain/Whip	Str +1	1	20	-	-1 Opponents parry; +1 Disarm
Chair	Str +1	-	-	-	
Club	Str +1	1	-	-	
Electric Sword	3d6 or Stun	2	150	-	
Knife	Str +1	1	10	-	
Night Stick	Str +2	2	20	-	
Pistol Butt	Str +1	-	-	-	
Pole Arm	Str +3	15	40	D8	Reach 1, 2 Hands
Rifle Butt	Str +2	-	-	D6	
Shock Gloves	2d6	2	50	-	
Sonic Knife	Str +5	1	50	-	
Sonic Sword	Str +10	1	300	-	
Spear	Str +2	5	10	D6	+1 Parry, Reach 1, 2 Hands
Spray Hypo	<i>Special</i>	1	10	-	
Stun Stick	Stun + <i>Special</i>	5	75	-	
Sword	Str +3	8	30	D6	
Vibro Knife	Str +5	1	25	-	

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Ranged Weapons

Type	Range	Dmg	RoF	Cost	Wt	Shots	Min STR	Notes
Electrostunner	2/4/8	3d6*	1	500	1	20	-	* Plus stun
Laser Pistol	15/30/60	1-3d6	2	600	1	20	-	
Laser Rifle	30/60/120	1-5d6	2	800	3	20	D6	
Sonic Disruptor	5/10/20	3/2/1d8	1	700	4	20	-	
Sonic Stunner	4/8/15	Stun	1	500	1	20	-	
Heavy Laser	125/250/500	1-20d6	1	6000	20	100	D8	
Sonic Devastator	10/25/50	6/4/2d8	1	5000	15	100	D8	
Auto Pistol	20/40/75	2d6	3(1)	300	4	20	-	
Auto Rifle	24/48/96	2d8	3(1)	200	2	20	D6	
Needler Pistol	5/10/20	2d8 *	3	200	1	10	-	*(1d6+ sleep)
Needler Rifle	20/40/75	3d6 + Sleep	3	400	3	10	D6	
Machine Gun	125/250/500	2d10	1	2000	20	10	D8	AP 5, HW
Recoilless Rifle	250/500/1km	4d10	1/2	4000	20	1	D8	AP 10, HW
Gyrojet Pistol	12/25/50	2d8	3	200	1	10	D6	AP 2
Gyrojet Rifle	25/50/75	3d8	3	300	4	10	D8	AP 4, HW
Grenade Rifle	10/25/50	3d6	1/2	700	4	1	D6	Medium Burst Template, AP 3
Grenade Mortar	125/250/500	4d8	1/2	2000	15	1	D6	Medium Burst Template, AP 5, HW
Rocket Launcher	75/125/250	4d8	1/2	5000	15	1	D8	Medium Burst Template. AP 9, Snap fire, HW
Doze Grenade	5/10/20	Special	1	10	2	-	-	Medium Burst Template
Frag Grenade	5/10/20	3d6	1	20	2	-	-	Medium Burst Template
Incendiary Grenade	5/10/20	3d6 + 1d6/rnd	1	20	2	-	-	Burns for 3 rounds Medium Burst Template
Poison Grenade	5/10/20	Special	1	30	2	-	-	Medium Burst Template
Smoke Grenade	5/10/20	Special	1	10	2	-	-	Medium Burst Template
Tangler Grenade	5/10/20	Special	1	50	2	-	-	Small Burst Template
Thrown Axe	3/6/12	Str +2	1	15	1	1	-	
Thrown Knife	3/6/12	Str +1	1	10	1	1	-	
Bow	12/24/48	2d6	1	50	2	1	D6	
Musket	15/30/60	2d8	1	100	2	1	D6	
Thrown Spear	3/6/12	Str +2	1	20	1	1	D6	

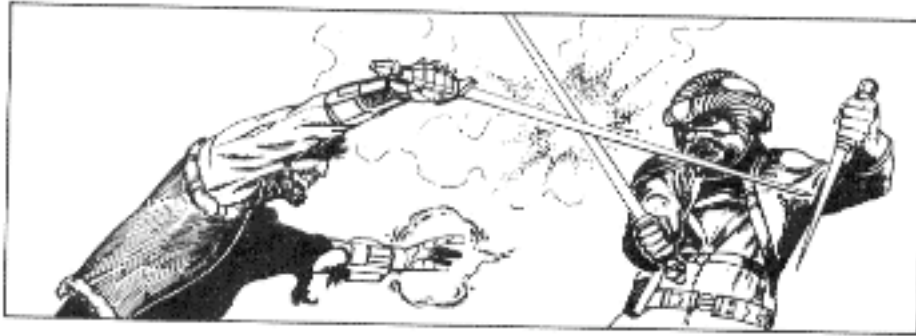
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Defenses

Armor

(Only one suit and one screen may be worn at any one time.)

Type	Armor Bonus	Wt(kg)	Cost (Cr)	Notes
Albedo Screen	+5 Toughness/SEU	2	2,000	Vs. Lasers
Gauss Screen	Special	2	1,000	Immune to electrical attacks
Holo Screen	Special	2	1,000	Disguise +4
Inertia Screen	X2 Toughness	3	2,000	Vs. Projectiles
Sonic Screen	Special	2	2,000	Immune to Sonic Attacks
Albedo Suit	+5 Toughness/SEU	1	500	Vs. Lasers
Military Skeinsuit	X2 Toughness	1	300	Vs. Projectiles
Civilian Skeinsuit	X2 Toughness	1	500	Vs. Projectiles



WEAPON DESCRIPTIONS

Beam Weapons

Electro stunner. An electro stunner looks like a large pistol. It is a short-range weapon. It fires an arc of electrons that looks like a lightning flash. It is commonly called a zap gun because of the noise it makes when fired. An electro stunner has two settings, stun and blast. A blast causes 3d6 points of damage. A stun can knock a creature unconscious for 1 hour (unless it makes a Vigor Roll). A zap gun uses two SEU per shot. It holds a 20 SEU clip, but can also be connected to a belt pack or power pack with a 1.5-meter power cord. A gauss screen will block the electro stunner's beam. An anti-shock implant will nullify a stun but not a blast.

Laser Pistol. A laser pistol is a large handgun. It fires a pulse of bright light. Laser pistols are commonly called blasters. A laser pistol has a dial that can be set from 1 to 3 to control how many SEU are fired by each shot. Each SEU fired causes 1d6 points of damage. For example, when the dial is set at 3, the shot uses 3 SEU and

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causes 3d6 points of damage. Players must tell the referee what setting they are using before rolling the dice to see if the shot hits. Laser pistols use 20 SEU clips but can be attached to belt packs or power packs. An albedo suit or screen halves the damage from lasers.

Laser Rifle. A laser rifle is a rifle-sized version of a laser pistol. It has a longer range and the SEU dial can be set from 1 to 5 instead of 1 to 3.

Sonic Disruptor. A sonic disruptor is a type of rifle. It is commonly called a disruptor. A sonic disruptor generates a focused sound beam. The damage it causes depends on the range. At closer ranges, it causes more damage. It causes 3d8 at short range, 2d8 at medium range, and 1d8 at long range. It has no extreme range. It uses a 20 SEU clip but can also be attached to a belt pack or power pack. A disruptor uses 4 SEU per shot. Only a sonic screen can stop its deadly beam.

Sonic Stunner. A sonic stunner is a type of pistol. It is commonly called a stunner. It will stun a victim for 1 hour unless they make a Vigor Roll to resist. One shot uses two SEU. It uses a 20 SEU clip, but can be attached to a belt pack or a power pack. A target with an anti-shock implant cannot be stunned. Otherwise, only a sonic screen can stop the stunner's sound beam.

Heavy Laser. A heavy laser is about the size of a machine gun. It must be mounted on a tripod or a swivel mount to be fired. It has longer range than a laser rifle, and a minimum SEU setting of 5. Otherwise it operates the same as the laser rifle.

Sonic Devastator. A sonic devastator is a heavy weapon that must be mounted on a tripod or a swivel mount to be fired. Except for its greater range and damage, the sonic devastator operates just like the sonic disruptor.

Projectile Weapons

Automatic Pistol. An automatic pistol is a refined version of the submachine gun. It looks like a heavy pistol, with a folding metal wire stock. The gun can be fired like a pistol when the stock is folded, or fired from the shoulder when the stock is extended. An automatic pistol can be set to fire single shots or bursts. Up to three single shots or one burst can be fired. Skeinsuits and inertia screens reduce bullet damage by half. If a skeinsuit and an inertia screen are used together, damage is reduced to one-fourth the amount rolled.

Automatic Rifle. An automatic rifle is similar to the automatic rifles being used today. It is basically a heavier, longer version of the automatic pistol. It can fire up to three single shots or one burst.

Needler Pistol. A needler pistol is a handgun that uses an upright disc clip. It makes

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only a very soft, coughing noise when it is fired. Needler pistols magnetically propel a cluster of needles at high speed. Two types of needles can be used: barbed needles that cause 2d8 points of damage per shot, and anesthetic needles that cause only 1d6 points of damage but can put the victim to sleep for 1 hour unless they make a Vigor Roll. Needles will not penetrate skeinsuits or inertia screens. Neither the suit, screen, nor the individual is damaged.

Needler Rifle. A needler rifle is a rifle-sized version of a needler pistol. It has a longer range than a needler pistol and its barbed ammunition does more damage (the longer barrel gives the needles more velocity).

Machine Gun. A machine gun is a fully automatic heavy weapon that must be mounted on a tripod or a swivel mount to fire. A burst fires 20 bullets. Except for its greater damage and range, it operates just like an automatic pistol.

Recoilless Rifle. A recoilless rifle is a heavy weapon that must be mounted on a tripod or a swivel mount to fire. It fires an exploding shell that causes 4d8 points of damage if it hits. Only one shell can be fired once per turn, and loading another shell takes one turn. Inertia screens and skeinsuits halve the damage.

Gyrojet Weapons

Gyrojet Pistol. A gyrojet pistol is a large handgun. It shoots miniature, self-propelled rockets that cause 2d8 points of damage when they explode. A gyrojet pistol is not effective at very short range, because the rocket is still accelerating. The weapon cannot be fired less than 5" away from a target. Skeinsuits and inertia screens absorb half the damage from a gyrojet rocket.

Gyrojet Rifle. A gyrojet rifle is a rifle-sized version of a gyrojet pistol. It has a longer range and causes 3d8 points of damage per shot.

Grenade Rifle. A grenade rifle resembles a shotgun. It fires hand grenades that are fitted into special grenade bullets. Any type of grenade can be used. It can fire one shot per turn, and then must be reloaded, which also takes one turn. If a shot misses, the grenade does not scatter. Depending on what type of grenade is being used, the usual grenades saving throws apply.

Grenade Mortar. A grenade mortar is a hollow tube that is attached at an angle to a large base plate. It can fire any type of grenade, using a special shell called a grenade shell. It operates like a grenade rifle, except for the greater range. Because it lobs grenades in a high arc, it has a minimum range of 10 meters.

Rocket Launcher. A rocket launcher is a long, hollow tube that is fired while resting across the firer's shoulder. It fires a large, long-range rocket. It must be reloaded after

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every shot, and reloading takes one turn.

Grenades

Grenades can be thrown or fired from a grenade rifle or mortar. Characters can avoid or resist the effect of a grenade by passing an ability check that applies to the grenade. Grenades can be set to explode in two ways: on impact or with a timer that is adjustable for 1 to 10 turns. All grenades have a blast radius of 5 meters (Medium Burst Template). Any character or creature within 5 m of a grenade when it goes off can be affected.

Doze Grenades. A doze grenade releases a cloud of fast-acting knockout gas. All creatures within the blast radius will fall asleep for 1 hour turns unless they make their Vigor Roll. A shot of stimdose will revive a sleeping individual immediately. The doze gas is effective only on the turn that the grenade goes off.

Fragmentation Grenade. When a fragmentation grenade explodes it throws hundreds of small, sharp pieces of metal in all directions. Fragmentation grenades are commonly called frag grenades. Any creature or character in the blast radius suffers 3d6 points of damage. This damage is cut in half if the individual passes an Agility check. Inertia screens and skeinsuits also reduce damage by half. All of these modifiers are cumulative.

Incendiary Grenade. An exploding incendiary grenade scatters sticky, flaming liquid across everything in the blast radius. Incendiary grenades are commonly called fire grenades. A fire grenade causes 4d6 points of damage on the turn it explodes. The burning liquid sticks to the victim, causing an additional 1d6 point of damage on the second, third and fourth turns after the explosion. A character that passes an Agility check takes only half damage. Anyone in a spacesuit takes no damage from an incendiary grenade.

Poison Grenade. A poison grenade releases a cloud of poisonous gas. The gas will poison anyone in the Medium blast radius. The gas is effective only on the turn the grenade explodes. The gas acts as Cyanide poison (pg 95 of SWRB). A character that passes a current Vigor check will not be affected, nor will anyone in a gas mask. A shot of antitox will neutralize the poison so that no further damage is taken.

Smoke Grenade. A smoke grenade produces a thick cloud of smoke that both blocks vision and acts like tear gas. Smoke grenades are available in colors so they can be used as signals. Anyone in the blast radius on the turn the grenade explodes must make a Vigor Roll. If the character fails the check he has a -2 on all ability checks for 1d10 turns, due to coughing and blurred vision. The smoke will continue to spread 3 meters/turn for five turns, when it will cover an area 30 meters in diameter. The smoke cloud gives light cover to anyone behind it or inside it. The smoke screen will

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last for 10 minutes.

Tangler Grenade. An exploding tangler grenade throws out hundreds of strong, sticky polymer threads. Use the Small Burst Template. These threads stick to everything within the blast radius. An entangled individual cannot move until the threads decay (in 30 minutes) or until solvaway is spread over the threads. Any creature with a d10 or higher STR can break out of tangler threads in one turn.

Archaic Weapons

Bow. An arrow causes 2d6 points of damage. Readyng another arrow takes one full turn. Inertia screens and skeinsuits halve the damage from an arrow.

Musket. Muskets include all muzzle-loading firearms, such as arquebuses, blunderbusses, and flintlock rifles. Muskets use black gunpowder and lead bullets (powder and shot). Loading a musket takes two turns, so a musket can be fired only once every three turns.

Melee Weapons

Axe. An axe is actually a tool, but it can be used as either a thrown or melee weapon. If used as a thrown weapon, all the usual ranged weapon modifiers apply. Inertia screens and skeinsuits will halve the damage from an axe.

Brass Knuckles. Besides actual brass knuckles, this category includes any improvised weapon that increases the damage caused by someone's fist. Examples are rocks, coin rolls, sword or dagger handles, etc. Inertia screens and skeinsuits halve the damage from brass knuckles.

Chain/Whip. Besides chains and whips, this category includes any flexible weapon, such as flails, nun-chucks, weighted ropes, etc. Inertia screens and skeinsuits absorb half the damage caused by these types of weapons.

Club. Any blunt weapon used like a club is considered a club. This includes chair legs, metal pipes and bottles. Inertia screens and skeinsuits reduce club damage by half.

Electric Sword. This is a lightweight metal rod that contains a battery in the handle. It delivers an electrical shock when it strikes someone. It can be set to shock or stun. When set on stun, a successful hit causes no damage but can stun the victim for 1 hour. The victim can resist the stun by making a successful Vigor check. An electric sword can be hooked into a belt pack or power pack with a power cable. A successful hit by an electric sword uses 2 SEU. Electric swords do not affect individuals wearing gauss screens or with anti-shock implants.

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Knife. This category covers any knife that is big enough to fight with. If thrown, the usual ranged combat modifiers apply. Inertia screens and skeinsuits will absorb half of the damage caused by a knife.

Nightstick. A nightstick is a weighted plastic club. This category also includes improvised weapons that are more effective than simple clubs, like chairs, baseball bats and quarterstaves. Inertia screens and skeinsuits halve the damage from a nightstick.

Polearm. A pole arm consists of a long pole with a heavy blade at one end. Typical pole arms are halberds, partisans, naginatas and glaives. Inertia screens and skeinsuits halve the damage from a pole arm.

Shock Gloves. Shock gloves are silvery gloves that deliver an electrical shock to anything they touch. They must be connected to a belt pack or power pack to work. Shock gloves will not affect anyone protected by a gauss screen or an anti-shock implant. Shock gloves use 2 SEU each time they hit.

Sonic Knife. A sonic knife looks like a golden tube, 15 cm long and 4 cm in diameter. This tube is actually only the weapon's handle. When a small button on the side of the tube is pressed, a powerful "blade" of focused sound is created at one end of the tube. The sound blade is about 20 cm long, and is invisible. It emits a high-pitched whine, however. The blade is turned off when the button is released. The knife is powered by a 20 SEU clip, but can be hooked into a belt pack or power pack. A sonic knife uses 1 SEU when it hits. A sonic knife cannot injure anyone wearing a sonic screen. Unlike a regular knife, a sonic knife cannot be thrown.

Sonic Sword. A sonic sword looks like a sonic knife, but the blade is 1 m long when it is turned on. A sonic sword causes STR +10 points of damage and uses 2 SEU when it hits.

Spear. Any pole with a knife-like blade on the end is a spear. Bayonets and pikes are included in this category. Inertia screens and skeinsuits halve the damage from a spear.

Stun stick. A stun stick is a copper-colored tube 30 cm long and 3 cm in diameter, with an insulated grip. It has two settings: shock and stun. When set on shock, a successful hit causes STR + 2d6 points of damage. When set on stun, a successful hit will stun the victim for 1 hour. A character can resist the stun by making a successful check against his Vigor. A successful hit uses 2 SEU. A 20 SEU clip can be fitted into the handle, or the weapon can be connected to a belt pack or power pack. A character with an anti-shock implant is immune to the stun setting.

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Sword. Any long-bladed, hand-held weapon is a sword. Examples are broadswords, machetes or rapiers. Inertia screens and skeinsuits reduce the damage from a sword by half.

Vibroknife. A vibroknife has a 20 cm saw-toothed blade. When it is turned on, the blade vibrates at high speed. It uses 1 SEU with each successful hit. A 20 SEU clip can be plugged into the handle, or the weapon can be connected to belt pack or power pack. Inertia screens and skeinsuits halve vibroknife damage.

AMMUNITION

Beam Weapon Ammunition

Power clip. The standard 20 SEU power clip is a sturdy plastic box about the size of a cigarette pack. A power clip will fit any weapon that can use a power clip. Players must keep track of how many SEU are in the clip. Power clips cannot be recharged.

Power Belt pack. A power belt pack is a 20 cm x 8 cm x 5 cm plastic box that attaches to a character's belt. It comes with three different power cords that can be plugged into three distinct outlets in the side of the unit. One port is for weapons, one is for screens and one is for auxiliary equipment such as scanners or radios. Only one weapon and one screen can be plugged into a belt pack at the same time. Belt packs can be recharged at a cost of 5 credits per 1 SEU recharged. Recharging can be done at any weapons shop, hardware store or fuel station.

Power Backpack. A power backpack is worn on a harness that slips over the shoulders. Special adapters are available for Dralasites at no additional cost. A backpack has two weapon ports, one screen port and three auxiliary ports. Only two weapons can be connected to the same backpack. Backpacks can be recharged for 5 credits per 1 SEU recharged. It takes two turns to plug in or unplug a power cord from a power backpack.

Projectile Ammunition

Bulletclip. A bulletclip is a plastic, spring-loaded rack of bullets, 5 cm x 2.5 cm x 15 cm. It holds 20 bullets for either an automatic pistol or rifle. Rifle and pistol clips are not interchangeable.

Needleclip. A needleclip is a drum-shaped canister 10 cm in diameter and 5 cm thick. It holds 10 clusters of needles. Two varieties of needles are available: barbed and anesthetic. Rifle and pistol needleclips are not interchangeable.

Machine Gun Belt. Machine guns use a disintegrating belt of 200 bullets (nothing is

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left of the belt after all the bullets are fired except individual shell casings). If someone is working with the firer, ammo belts can be linked together so the gun can keep firing without stopping to be reloaded.

Recoilless Rifle Shell. A recoilless rifle shell looks like a 15 cm long artillery shell. It is essentially a giant bullet.

Gyrojet Ammunition

Jetclip. Jetclips are loaded with 10 miniature rockets. The clip is inserted into the weapon's ammo chamber in front of the trigger. Pistol and rifle jetclips are not interchangeable.

Grenade Bullet. A grenade bullet looks like a shotgun shell. It is used to launch a grenade from a grenade rifle. It has no effect if fired without a grenade.

Grenade Shell. A grenade shell looks like a mortar round. It must be loaded into a grenade mortar in order to fire a grenade.

Rocket. Rockets are 25 cm long cylinders, with no fins. The rocket's exhaust is vented out the back of the launcher when fired. Anyone standing directly behind the launcher will suffer 4d6 points of damage from the blast.

Archaic Weapon Ammunition

Arrows. Arrows can be bought in quivers that contain 20 arrows. Characters with a Survival skill of d6 or higher can make crude arrows in an emergency.

Powder and Shot. One package of powder and shot includes 20 lead bullets and enough black gunpowder to fire them.

DEFENSES

Power Screens

All power screens except the chameleon screen are worn like belts around the waist. Special adapters are provided for Dralasites at no extra cost. Only one power screen can be worn or used at one time. Putting on or taking off a power screen takes five turns. When a screen runs out of power it has no effect.

Albedo Screen. An albedo screen projects a silvery aura that absorbs laser damage. The aura completely surrounds the person wearing the screen. For every 5 points absorbed (+5 Toughness), 1 SEU is drained from the power source. For example,

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absorbing 11 points of damage (+11 Toughness) drains 3 SEU. The person wearing the screen will take no damage from lasers as long as the power holds out. A person can fire a laser weapon out of an albedo screen.

Gauss Screen. A gauss screen generates an invisible barrier that protects the wearer from electrical attacks (electro stunners, electric swords, shock gloves, stun sticks). The screen drains 2 SEU every time it absorbs an attack. There is a quick flash of light when the screen is hit. As long as the power holds out, a character wearing a gauss screen is immune to electrical attacks.

Holo Screen. A holo screen projects a 3-dimensional image around its wearer. The image is projected from a holo disc, a small disk that slides into the top of the holo screen control unit. The holo disc contains complete holographic information on one person or thing. For example, a holo disc could project the image of an adult male Yazirian in civilian clothes. The holo screen is only 80% effective. On a roll of 81-00 an onlooker will notice something is wrong. The holo image is limited to roughly the same size and shape as the wearer. For example, a Vrusk could not masquerade as a Human. Personalized holo discs can be ordered for 5,000 Cr. A personalized holo disc contains holo information on a specific individual. Producing a personalized holo disc takes 1d10 months, because it requires detailed (and very illegal) holo-filming of the desired subject. If the subject is willing, the filming can be done in one day. A camouflage feedback loop can be added to the holo screen for an additional 1,000 Cr. The camouflage loop adjusts the holo image to match nearby surroundings, giving the wearer an 80% chance to be "invisible" to onlookers.

Inertia Screen. An inertia screen defends against all projectile weapons, gyrojet pistols and rifles, fragmentation grenades, explosives and all melee weapons except electrical or sonic weapons. When hit by one of these weapons, the screen uses 2 SEU and absorbs one-half of the damage (x2 Toughness) caused by the attack.

Sonic Screen. A sonic screen is also known as a hush field, because no sound can cross it, either coming in or going out. The screen also absorbs all sonic attacks that hit it. It uses 1 SEU of energy every minute it is on and 2 SEU every time it absorbs a sonic attack. A character inside a sonic screen can communicate only with a radio or hand signals.

Defensive Suits

Albedo Suit. An albedo suit is made from a special shiny flexible material. It will reflect the damage from a laser attack. For each point of damage reflected, the suit takes 1 point of damage. When it has accumulated 100 points of damage or more, the suit becomes useless.

Skeinsuit. A skeinsuit is made of light ballistic cloth. It absorbs damage just like an

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inertia screen. It also can be used along with an inertia screen. A character wearing both a skeinsuit and an inertia screen would x4 Toughness from ballistic attacks. The suit is ruined when it takes 50 points or more of damage. Two types of skeinsuits are available: military and civilian. Military skeinsuits are camouflage green. Civilian skeinsuits look like regular clothing.

Skeinsuits absorb one-half of the damage (x2 Toughness) caused by projectile and gyrojet weapons, fragmentation grenades; explosives and melee weapons. The suit is destroyed when it has absorbed 50 points of damage.

TOOLKITS

If a starting character chose a skill that requires a toolkit, the character gets the toolkit automatically along with the skill. Characters who learn skills by spending experience points for them must buy their own toolkits. None of the Military skills require toolkits.

Technological Toolkits

All characters with Technological skills need a toolkit to make repairs.

Techkit. The technician's toolkit contains all of the tools needed to make field repairs on vehicles and other equipment. Because plasteel is used to make so many items that formerly were made of steel or iron, the kit weighs only 20 kg and can be carried in a backpack. A techkit contains:

- Socket wrench--adjustable from 5 mm to 5 cm
- Open-end wrench--adjustable as socket wrench
- Insulated wire--10 meters
- Uninsulated wire--25 meters, can support 2,000 kg
- Prybar--1-meter plasteel rod, collapses to 10 cm
- Jack-- 5,000 kg capacity, .5-meter lift, collapses to 200 cm cube
- Hammer--large ballpeen high-impact head
- Ion Bonding Tape--10 cm wide x 5 m long, bonds directly to any metal
- Plastibond--tube of plastic filler, bonds to any plastic surface in one minute; five applications
- 500 nuts, bolts, clamps, screws and nails
- 10 hoses of assorted sizes
- Electrosnips--powered metal-cutting shears (sheet metal only)
- Magnegrips--electromagnetic vicegrips
- Spray lubricant--10 applications of pressurized synthoil
- Spray waterproofing--will insulate circuits, cloth, etc., from moisture; five applications

Robcomkit. The robcomkit is another highly specialized assortment of tools. It weighs

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only 15 kg and, like the techkit, is designed to be carried in a backpack. A robcomkit contains:

Electrodriver, ion bonding tape, insulated wire, spray lubricant, electro snips, spray waterproofing--all the same as those in the techkit.

Lasoldering iron--pen-sized laser soldering iron

Solder--1-meter roll of conductive soft metal

Magnetic by-pass clips--10 small connectors used to short-circuit wiring

Breadboard circuits--5 standard boards for mounting robot circuitry

Demagnetizer--electrical tool to demagnetize fouled circuits Spray cleaner--spray solvent to remove dirt from the robot's works; 10 applications

Miniature flashlight--20 hours of light; magnetized handle

Calipers--capable of taking measurements as small as .001 mm

Needlenose pliers--similar to 20th century tool

Sonic Scalpel--tool for cutting plastic, metal or flesh; makes a smooth, bloodless incision up to 5 mm deep

Components--box of transistors, diodes and computer chips for robot circuits

Oscilloscope--miniaturized viewer which displays information on electrical flow and other aspects of circuitry

Biosocial Toolkits

A medic needs a med kit and an environmentalist requires an envirokit to be most effective.

Med kit. A med kit has specialized equipment the medic needs to perform his or her job. It weighs 10 kg and can be carried as a backpack. The med kit contains:

Local Anesthetic--10 hypo doses to relieve pain

Plastiflesh--5 cans of spray, which closes up wounds and heals burns

Omnimycin--10 hypo doses to control infections

Acid neutralizer--1 bottle of liquid to neutralize acids

Antiseptic--5 cans of spray to clean and disinfect a skin area

Microforceps--adjustable, used to remove shrapnel and bullet fragments from wounds

Medscanner--an electrical instrument used to diagnose ailments

Spray hypo--syringe used to give shots without a needle

Biocort--20 hypo doses to stimulate very fast healing

Telol--10 hypo doses of truth serum

Stimdose--10 hypo doses to revive unconscious individuals

Staydose--10 hypo doses to sustain a dying character for 20 hours

Sonic scalpel--same as in robcomkit

Laser scalpel--used to make deep incisions

Electrosurgeon--a small machine that keeps wounds open and controls bleeding

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during surgery.

Autosurgeon--a special device that allows a medic to operate on himself

Antibody plus--10 hypo doses that increase the body's ability to recover from diseases

Antitox--10 hypo doses to neutralize poisons

Envirokit. An envirokit contains only three items, but they are very sophisticated pieces of equipment. The entire kit weighs 5 kg, and can be fastened to a belt or placed in a backpack. The envirokit contains:

Bioscanner--This device consists of a network of straps and electrodes connected to a readout gauge. When attached to a plant or animal, living or dead, it can determine what type organism is being examined and whether it is edible or poisonous.

Vaporscanner--A vaporscanner is a small device that contains sensitive gas analyzers. It will report on a digital screen what gaseous elements are present, their quantities and whether breathing them is dangerous.

Geoscanner--The geoscanner can break down up to a fist-sized sample of rock or soil and analyze it. It will report what minerals the sample contains and whether there are likely to be valuable ore, gas or oil deposits nearby.

COMPUTERS

A computer is a sophisticated electronic machine that can receive and analyze information. A computer works by running programs. Every program is available in six levels. The higher levels are more complex and able to handle more information. Each program requires a certain number of computer function points in order to operate. A function point is a measurement of a computer's ability to process information. Higher-level programs have a higher function point requirement. The Computer Program list shows the number of function points a program needs.

When a character buys a computer he actually is buying individual programs and the hardware needed to run them. For example, when a character buys a level 1 Analysis program (1 function point), he gets not only the program, but also a computer circuit module that can process a 1-function point program. Totaling all the function point requirements of the various programs and finding this number on the Computer list determine a computer's level. If more programs are added to the computer later, its level may be raised.

Structure Points. A computer's weight in kilograms/10 also is its Toughness. Thus a level 4 computer that weighs 100 kg could take 10 points of damage before it stopped working.

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Power Sources. Levels 1 to level 4 computers are powered by parabatteries of the same type as the computer's level. Level 5 and 6 computers use power generators type 1 and 2, respectively. Computers will operate for at least one year before their batteries must be recharged. Power sources must be bought separately.

Computer Programs

The standard computer programs listed below can be purchased by anyone in any store that sells computers or computer parts and equipment. A program's cost is the number of function points it requires, multiplied by 1,000 Credits.

Analysis. An Analysis program allows a computer to perform mathematic calculations and computations. Level 1 is basically a sophisticated calculator. At level 3 the program can do advanced algebra and calculus. At level 6 it can do all known mathematical calculations, including theoretical math.

Bureaucracy. A Bureaucracy program coordinates other programs. For example, a city could use the Bureaucracy program to coordinate Commerce, Communication, Industry, Law Enforcement, Life Support, Maintenance and Transportation programs. A Bureaucracy program can coordinate a number of programs equal to its level x 3. It is not needed unless the programs being coordinated are level 3 or higher.

Commerce. A Commerce program enables a computer to handle business transactions. Commerce covers such areas as banking, stocks, market trends, bookkeeping, imports and exports. Starship computers to record the cargo manifest, passenger records and ship's books could use a level 1 program. A level 6 programs could be used to coordinate all commerce in a city.

Communication. A Communication program deals with all aspects of communication, including news, entertainment and public service announcements. It can control radio, holophones and holovision communication devices. Higher program levels can handle more complex systems. A level 1 communications program might be used to handle communication and to provide packaged entertainment on a starship. A level 6 programs could monitor all communication in an entire city.

Computer Security. Computer Security programs protect a computer against both physical and program tampering. A Computer Security program must be defeated or bypassed before a computer specialist can change any programs or interface two computers. Computer Security programs can also control physical defenses guarding the computer. A level 1 Computer Security program is simple code words that lock other programs, plus a simple recognition code such as a fingerprint reader. A level 6 security program sets up a complex system of codes and special directions, and

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guards the computer with robots or remote guns.

Industry. An Industry program deals with turning raw materials into products. It can be used for both agriculture and manufacturing. At level 1 an Industry program could run a starship's hydroponics system and machine shop. At level 6 the program could coordinate many large factories and farms.

Information Storage. The Information Storage program is passive. It is simply a record-keeping system. A level 1 Information Storage program could be used by a business to record its yearly sales data. A level 6 programs could store an entire university library.

Installation Security. An Installation Security program coordinates the defense of an area. Higher-level programs can defend larger areas. A level 1 Installation Security program could lock a building's doors at a certain time and call the police if an alarm set off in the building. A level 3 installation Security program would not only lock the doors and call the police, but could control pressure plate sensors, I-R scanners, holovision cameras, special weapons, etc. At level 6, the program could defend an entire city or star port.

Language. The language program enables a computer to translate known languages into each other and, at higher levels, to translate unknown languages into known languages. Higher-level programs can translate more languages. Translating an unknown language requires at least a level 3 programs.

Law Enforcement. The law enforcement program is used to coordinate the efforts of all law enforcers in an area. Higher-level programs can control a larger area. The program can handle police calls, schedule patrols, monitor trials, control riots and scan for developing crime trends. A level 1 program could monitor traffic flow and patrol routes in one precinct, while a level 6 programs could run an entire city police department.

Life Support. The life support program controls lighting, temperature control, and weather prediction, heating and power plant control. A level 1 program can control the life support system on a starship. A level 6 programs could handle all the life support functions of an enclosed city.

Maintenance. The Maintenance program handles standard janitorial functions such as cleaning, painting and basic repair. It can also coordinate services such as garbage collection, fire inspection and sewage removal. A level 1 program could maintain a starship. A level 6 programs could coordinate maintenance for an entire city.

Robot Management. The Robot Management program lets a computer control robots. Higher-level programs can control more robots. This program often is used

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along with the Industry, Security, Law Enforcement and Maintenance programs. The Robot Management program must be at least as high a level as the robots it is controlling. The number of robots that a program can control equals its level multiplied by its number of function points.

Transportation. The transportation program allows a computer to control a mass transit system, including traffic control and distribution of products. A level 1 program could control mechanized sidewalks, elevators and escalators in a building. A level 6 programs could run all of the monorails, buses, subways and traffic control signals in a city.

ROBOTS

When a robot is built, the designer must give it a body type; a way to move; a way to manipulate objects and programming. Special items can be added at additional cost.

Robotic Design Cost Table

Body Types	
Standard	2,000 Cr
Heavy Duty	5,000 Cr
Anthropomorphic	3,000 Cr
Levels	
Level 1	200 Cr
Level 2	500 Cr
Level 3	1,000 Cr
Level 4	2,000 Cr
Level 5	4,000 Cr
Level 6	8,000 Cr

Extra Limbs	
Standard Pair	800 Cr
Heavy Duty Pair	12,000 Cr
Anthropomorphic	1,000 Cr
Special Programs	
Restrain (2)	500 Cr
Self Defense (2)	500 Cr
Attack/Defense (2)	1,000 Cr
Search and Destroy (4)	3,000 Cr
Computer Link (4)	4,000 Cr
Security Lock (1)	500 Cr

The number in parenthesis indicates the minimum level of the robot that can use that program.

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Standard Body. Standard robot bodies come in all shapes. They are about the size of an average character, weigh 100 kg (without a parabattery). A type 1 parabattery powers a standard body.

Heavy Duty. Heavy-duty robot bodies also are available in any shape, but they are about the size of a ground car and weigh about 500 kg (without a parabattery). A type 2 parabattery powers a heavy-duty robot.

Anthropomorphic. Anthropomorphic robot bodies look like one of the four major races. They weigh roughly 100 kg (without battery). A type 2 parabattery powers them.

Robot Movement

All three body types can be equipped with wheels, tracks or mechanical legs, whichever the designer wants.

Limbs. All three body types come with two manipulative limbs. These can be mechanical arms, tentacles, or specialized limbs for digging through rock or mounting tools.

Under normal conditions, most robots move 10 meters/turn. They can travel much faster, however. Top speeds for various types of robots are shown on the table below.

Robot	Top Speed
Cy-bot, heavy duty, service, brain	30 meters/turn
Maintenance	60 meters/turn
Security	90 meters/turn
Combat, War-bot	120 meters/turn

Altered Movement. Robots with hover movement move the same as hover cars. Robots with rotor movement move the same as Jet Copters and robots with rocket movement move the same as air cars.

Robot Levels

There are six levels of robots. A robot's level indicates how complex it is. High-level robots can perform more complicated jobs.

Level 1 robot can do only simple jobs. They have been pre-programmed for some specific job and usually cannot do any other job. They cannot communicate, and

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often are nothing more than moving, self-operated appliances. An example of a level 1 robot is a maintenance robot that washes and waxes the floors of a building each night. This is the equivalent of a d4 Goon.

Level 2 robots can handle several simple jobs. They can receive and follow radio commands in binary machine language sent from some other machine, such as a robot brain or a computer. An example of a level 2 robots is a heavy machine that digs into and smashes up rock, then separates out flecks of gold. This is the equivalent of a d6 Mook.

Level 3 robots can do more complicated jobs. In addition, all robots that are level 3 or higher can talk and follow verbal instructions. If these instructions disagree with the robot's programming, it will ignore the orders. This is the equivalent of a d8 Mook.

Level 4 robots can act semi-independently. Their programs are flexible, letting the robot accomplish specific goals using different methods. When asked, "How do I get to the star port?" one level 4 service robot might give verbal directions, while another might photocopy a city map and mark the proper route on it. This is the equivalent of a d10 Henchman.

Level 5 robots can act independently and give orders to other robots (level 6 robots can do this also). For example, a level 5 Security robot might decide to stop chasing a criminal because the criminal left victims tied up in a burning house. The robot could organize a rescue mission of other robots. This is the equivalent of a d12 Right Hand Man.

Level 6 robots are self-programming. They can change the methods they use and even their goals to account for changing conditions. They are almost, but not quite, living machines. A robot brain that runs an automated manufacturing plant and alters the manufacturing process in response to changing economic conditions is an example of a level 6 robots. These are considered Wild Cards and should be built accordingly.

Missions. All robots have a mission. A mission is a set of rules that tell the robot what its job is. A robot's mission is the most important order it has, and overrides any orders that conflict with it.

Functions. All robots have several functions that tell them how to accomplish their mission. Low-level robots cannot make decisions, so their functions must be very specific statements. Higher-level robots can make decisions for themselves, so their functions can be more general statements.

For example, a level 3 security robot might have the mission: "Stop all unauthorized

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personnel from entering this building." Its functions could define "stop" as giving intruders a warning, then using the Restrain program to keep them from entering. "All unauthorized personnel" could be defined as any person or machine that is not wearing a special badge. The robot must be given a function that defines "this building," and another that tells it what areas it must patrol to look for intruders. Another function could instruct it to call the police and report the break-in after an intruder has been restrained.

Customizing

A robot can be given additional arms and legs, a different means of movement, special equipment or special programs. Every two additions picked from the Special Program, Altered Movement or Extra Limbs tables increase the size and cost of the robot's body by 10%.

Robot Programs

Restrain. The robot can both defend itself and attack, but cannot use any lethal weapon.

Self Defense. The robot can fight back if attacked in melee.

Attack/Defense. The robot can fight using the same type of weapons as a character, and can be equipped with an albedo suit and a screen (with its own power supply). The robot can use lethal weapons.

Search and Destroy. The robot can perform combat missions that include tracking down its target. A robot must have the Attack/Defense program to use this program.

Computer Link. This program enables a robot to communicate directly with a computer using a tight-beam long-range communicator. This gives it access to all the information in the computer.

Robot Attacks

A robot gets one melee attack for every pair of limbs it has. If the robot uses a weapon, it causes whatever damage is normal for that weapon. If the robot attacks without a weapon, standard and anthropomorphic limbs cause 2d8 points of damage and heavy-duty limbs cause 4d6 points of damage. A robot using a ranged weapon is treated exactly the same as a character, and is subject to all the ranged combat rules.

A robot cannot attack unless it has a restrain, self-defense or attack/defense program.

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Standard Robots

Combat Robots. Combat robots have standard bodies and the attack/defense program. They are limited to levels 2 to 4. Combat robots serve as active combat soldiers.

Cybernetic Robots. Cybernetic robots (cy-bots) have both mechanical and organic parts. They can perform any job other robots of their level can perform. Cy-bots can have any body type, but usually are anthropomorphic. They are limited to levels 4 to 6.

Heavy -Duty Robots. Heavy-duty robots do heavy excavating, crop harvesting, rock quarrying, etc. They have heavy-duty bodies and are limited to levels 1 to 4.

Maintenance Robots. Maintenance robots clean areas, oil machines, watch for breakdowns and malfunctions, etc. They use standard bodies and are limited to levels 1 to 4. They cannot do actual repairs.

Robot Brains. Robot brains are robot managers. They usually command other types of robots. They have heavy-duty bodies plus the computer link program. All robot brains are level 6.

Security Robots. Security robots serve as both guards and police. They have standard bodies and the restrain program. They are limited to levels 2 to 6.

Service Robots. Service robots are used as servants. They work as store clerks, information sources, gardeners, tailors etc. Service robots have anthropomorphic bodies modeled after whichever race they serve. They cannot be mistaken for a living person, however. These robots are limited to levels 3 to 6.

Warbots. Warbots are intelligent war machines. They often command combat robots. They have heavy-duty bodies and the attack/defense and search and destroy programs. They are limited to levels 5 to 6.

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PARABATTERIES AND POWER GENERATORS

Parabatteries are used in vehicles, computers and robots. They vary in size from a few hundred cubic centimeters to one cubic meter. The cost to recharge a parabattery is equal to the amount of the SEU that are being recharged.

Power Generators are much larger than parabatteries. A power generator produces a certain number of SEU every hour it operates. However, there is a maintenance cost to run the generator, and it needs an outside force of some kind: solar, nuclear, hydrodynamic, thermal, etc.

MISCELLANEOUS EQUIPMENT

Allweather Blanket. This 3m x 3m blanket has a layer of soft pseudowool on one side, and a layer of smooth waterproof plastic on the other. The blanket will keep a character warm in temperatures down to 0° (freezing temperature). The blanket can be used to carry water. If the blanket is used to line a pit in the desert, it will collect 1 liter of dew overnight.

Anti-Shock Implant. This is a small device that can be implanted in the back of a character's neck, making the character immune to stun attacks. A-S implants must be installed at a hospital.

Chronocom. Chronocom is short for chronograph/communicator. A chronocom is a combination wristwatch, calculator and communicator. It has a range of 5 kilometers.

Compass. A compass is used to find direction. A compass can be deceived so it points away from magnetic north by the presence of nearby magnetic rocks, electrical generators or other powerful magnets or large metal deposits.

Everflame. An everflame is a permanent, waterproof, windproof lighter guaranteed to last 20 years.

Exoskeleton. An exoskeleton is a mechanical, metal frame that is worn on the outside of a character's body. It follows the body's movements and increases the strength of its wearer. Each joint has its own miniature motor. An exoskeleton must be specially fitted to the character that will wear it, and cannot be worn by anyone else. Getting into or out of an exoskeleton takes 1d10+10 minutes. A character in an exoskeleton can move twice as fast as normal, can jump 5 meters straight up (in 1g), gains a bonus of +2 to hit in melee and does +2 points of damage in melee. An exoskeleton provides no protection to the wearer. It can be worn along with a powerscreen and defensive suit.

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Flashlight. The flashlight is about the size of a pencil. It contains enough power to operate for 200 hours. Its beam will shine up to 100 meters.

Freeze Field. Each freeze field device contains 20 SEU. The field uses 1 SEU every 10 hours. Another power source can be attached if the power runs low, but if it ever runs out the body cannot be revived. A character loses one die from one of his ability scores for each full 10 hours he spends in a freeze field. The player can subtract these points from any ability they choose. A freeze field device can be reused, but it must be recharged and re-tuned at a hospital or shop, at a cost of 100 Cr.

Gas Mask. A gas mask fits over the wearer's face and filters out all hazardous gases as the character breathes. It will not allow a person to breathe underwater or in a vacuum, or anywhere there is not enough oxygen to keep a character alive.

Holoflare. A holoflare is a small, solid, ball-shaped device. When lit, the flare rockets about 200 meters into the air and hovers there for 10 minutes. The flare will illuminate an area 1 km across with a dim light. **Infrared Goggles.** Infrared (IR) goggles allow a character to see heat images in total darkness. They can be used to spot characters that are hidden in light foliage or darkness, or that are using a holo belt.

Infrared Jammer. An IR jammer hides the wearer from infrared sensors, including IR goggles.

Life Jacket. A life jacket is an inflatable vest that will keep a character afloat for any length of time. It comes folded into a package about the size of a person's fist.

Magnigoggles. Magnigoggles are goggles that magnify visual images the same way binoculars do. They triple the distance at which a character can identify a man-sized object. They do not work like telescopic sights, and a character wearing magnigoggles cannot aim a weapon.

Machete. A machete is a short sword used for chopping through soft jungle growth or grass.

Parawing. A parawing is a disposable glider used as an emergency parachute a character can jump with a parawing from any altitude. Small solid-fuel jets open the wing automatically, and the frame glues itself open. The character then floats to the ground. The wing cannot be refolded for use again.

Poly-vox. A poly-vox is a specialized computer that can be worn around the throat. It translates a message that it hears in one language into another language, and then repeats it. It can learn an unknown language if it can be programmed with key

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phrases, and then exposed to the language for 50 hours. A character does not need computer skill to use a poly-vox.

Radiophone. A radiophone is a short-wave communicator with a 1,000 km range.

Rope. This is a 25-meter coil of braided plastic rope that will support up to 500 kg.

Solvaway. Solvaway is the only solvent that will immediately dissolve tangler grenade threads. Someone other than the person who is tangled in the threads must apply it. One vial of solvaway contains enough liquid to dissolve the threads from one tangler grenade. It will not dissolve anything but tangler grenade threads.

Subspace Radio. A subspace radio is used for sending messages between distant planets and star systems. Subspace communicators send coded tachyon beams that must be broadcast from very carefully aimed dish antennas to hit their target planet or system. A subspace message crosses one light-year in one hour. The radio uses a type 1 parabattery. Sending a message uses 100 SEU.

Sun goggles. Sun goggles are high-quality sunglasses.

Survival Rations. A box of survival rations contains four airtight foil-wrapped packets. Each packet holds a food concentrate that looks like crumbly dust. When water is added, the dust quickly becomes a delicious meal of protein and vitamin-packed mush. One packet will feed one character for one day.

Tornadium D-19. Tornadium D-19 ("kaboomite") is the standard plastic explosive. It can be bought legally only by someone with Demolitions skill. A 50-gram charge of TD-19 will cause (5d6) points of damage to anyone and anything within the medium blast radius template of the explosion. Each additional 50 grams causes another additional (2d6) points of damage. Anyone farther from the explosion than 1 meter, but within the blast radius, takes one-half damage. The blast radius is 1 meter for every 100 grams of TD-19 used. A thrown charge does full damage to living creatures, but only one-half damage to structures.

Toxyrad Gauge. A Toxy-rad gauge is a special device that is worn on the wrist like a watch. It will alert the wearer to several types of danger. There are three colored lights on the device. If the red light flashes, it indicates that the oxygen content of the surrounding air is dropping to a dangerously low level. If the blue light flashes, it indicates that there is dangerous radioactivity nearby. If the yellow light flashes, it means that the sensor has encountered some substance that is poisonous to Humans, Dralasites, Yazirians or Vrusk. A small dial on the face of the gauge indicates the degree of danger to a character.

Variable Timer/Detonator. Variable timers are used to detonate Tornadium D-19. A

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timer can be set for 1 to 60 seconds, 1 to 60 minutes or 1 to 60 hours.

Vitasalt Pills. Vitasalt pills are special pills containing vitamins and minerals, including salt. They help reduce a character's need for water in dry areas.

Water Pack. A water pack contains eight one-liter plastic bags of water. Each bag has a re-closable seal. The water bags come packed in a lightweight plastic frame. The frame can be converted into a simple backpack in 5 minutes.

(Insert Price Listing Here!)

Coming Soon!

This is a little listing of Weapons, Armor and Equipment available in the SF Universe.

Enjoy!

cya

jp

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<http://cmdrcody.bravepages.com/>

<http://cmdrcody.bravepages.com/savage.html>