

SWC 8 & 9 part 2 -

Discovery at the Alioth Pipeline- Two I.R. Century-class Frigates, and an I.R. Starcruiser shadow jumped into orbit above the eden planet of the Alioth System. They landed on the far side of the planet and attacked a Warmonger cult shipping facility there. Led by I.R. Captain Alice Clegg, with secret plans sent from Sector General Sandford Deer, an Iron Republic Red Fist Commando Unit led the squad inside the laboratory of Dr. Tessengrue of the Warmonger Cult.

The mad doctor escaped but not before Captain Clegg learned what he had been shipping to insurgent groups across Known space. It was cannisters full of the soil from Alioth 4's fertile landscape. Sealed inside many layers of lead, because the soil seemed to make the demonic members of Dr Tessengrue's staff ill, were the soil to be used against the enemies of Warmonger. However Dr. Clegg did not shut down the lab.

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The Soil of Alioth -contributed by B.G. Osorio-

The Soil of the planet Alioth 4 is incredibly fertile and can grow virtually any planet species. Plant species that are bloodthirsty will become mild and non-predatory, finding enough sustenance in the planet's healing soil. Even corrupt Khaz'gha wood will find itself cleansed of demonic corruption after being planted in the soil of Alioth. Soul Corrupted Khaz'gha will be unable to sprout and take hold in any section of land dusted by the Soil of Alioth. However this soil did not start like this. Like many planets in Known space it was a Dead World. It was lifeless rock, no water, not even an atmosphere. But when the planet healer used its advanced technology to terraform the planet it left a little bit of its technology behind, a nanoscopic lock on the molecules in the soil. **World Worms** cannot inhabit this soil. This also prevents **Matterweaving** in the presence of Alioth's soil.

Any time even a tiny bit of grit from Alioth's landscape gets into a Nanite it causes an extreme shutdown.

Nanites and Nanotechnology (Important Narrator Note) -Nanites and Nanotechnology should be distinguished for the player and the narrator. Nanotechnology is simply the act of creating products that have parts that function on a level smaller than microscopic. So many modern (2000 C.E.) products, like a ballistic nylon bulletproof vest, rely on Nanotechnology to produce them. However in the case of the bulletproof vest, the rest is just wear and use. It is a low tech device created through a high tech means.

Nanites are far different. Nanites are robots so small that their working parts are nanoscopic (smaller than microscopic for the layman). In the future of Dark Refuge, these Nanites are used for many different things. Medical Nanites are constantly repairing the connections between flesh and technology in Cyborgs, allowing a symbiosis between organic and inorganic. Nanites act as the self-repair and immune system in the living slurry that keeps a Unity Praetorian alive inside its robotic exoskeleton. In Legion, Minion, Overlord and E-strain the technomantic larva in the subject's brain is using a flood of nanites to regulate endocrine systems, boosting adrenal functions and kidney functions. This is one of the reasons these sorts of characters take x2 dmg from Chill & EMP, and gain no benefit from Protective Aura. TechnoMagi also use nanites. All Nanites are very sensitive to Electromagnetic surges, and EMP weapons will almost always disable them.

Nanites and Soil of Alioth (Important Narrator Note) -Nanites reproduce using nearby material. The soil from Alioth always is sensed and absorbed into a Nanite replication process. Once absorbed it will corrupt the entire nanite network. Each nanite will power down, disabling nanoplague, nanite shields, and the Assemble powers of Builders, T.A.A.M. and TechnoMagi. It will take 1 hour worth of cleaning to get the grit cleaned out and get the Nanites or Technomantic device back on-line. Characters who rely on Nanites (like those mentioned above, take a -2 to their attack and dodge rolls until the soil is cleaned out of the system). Living Nanite Clouds entities, like the Nanite Ghosts and Nanite Cloud enhanced devices like the Reaper & Prophet starships are rendered inert by a small cloud of the soil in a powdered form. Mekanoids are immune to this effect, as are Unity Thrones, Cherubs & Emissaries (but any Nanite based abilities still don't work till the soil is cleared away, minimum cleaning time 1 hour). Cyborgs of the Wastes will not take the negatives to attack but will not be able to use any Nanite based attacks (nanoclaws etc) and will not gain additional attacks due to cybernetic bonuses until outside the effect of the soil.

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Defense at the Alioth Pipeline- The laboratory kept producing the soil capsules. Captain Clegg called for reinforcements and Sector General Palomedes sent an Armada to defend such a vital resource. With the planet now heavily defended, Captain Clegg has begun shipping out her Mega Dispersal Weapon (MDW) missiles to Iron Republic splinter fleets across the Polar Expanse. Already Mars and select other colonies have been dusted with the soil to permanently protect the Iron Republic's greatest assets from Unity Conversion, Nanoplague attack and consumption by Technomantic creatures like the World Worms.

The Iron Republic has also put out a reward of 6 Billion I.R. Credits for anyone who can find a way to replicate the technology or provide them a working Sefhir Planet-Healer ship. So far none have taken up the challenge.

The Maurading Allies of Jak'hal- *Commander Mor'aye'ahn of Fort Lendill* sent a S.U.-A.R.M. Commando team aboard a shuttlecraft to meet with *Jak'hal of the line of J'kutu*. While it is unknown what exactly they were meeting to discuss, the meeting was far from uneventful. A small splinter fleet from *Captain De La Cruz* of the Free Systems attacked the meeting site.

De La Cruz's Machete Bombers would have torn through Jak'hal's loyalists if not for the timely arrival of three squadrons of Yrs Starfighters bearing the markings of the Kasanthian Federation. Rather than obliterating De La Cruz's attack force the Yrs Starfighter played cat and mouse going on Patrols of three and dogfighting against pairs of De La Cruz's Stiletto Starfighter escorting the bombers in.

De La Cruz's main fleet hid nearby in an EEF controlled asteroid belt.

When the Kasanthian attack was reported, *Grand Admiral Thie'Gann* ordered a team of Da'uhnb Mercs onto Jak'hal's shuttle. They did not find Commander Mor'aye'ahn nor Jak'hal of the line of J'kutu. Instead the Da'uhnb found themselves pinned down in a firefight against S.U.A.R.M. Squads. When the Da'uhnb destroyed the S.U.A.R.M., they captured Nah'tya daughter of Jah'hal. The S.U.-A.R.M. Commander recovered the memory cores of his squad and fled on one of the ship's escape pods.

"Soil of Alioth" Weapons Part 1

-contributed by Liz Bourakis & Lenny F.-

Soil Dispersal Missile

MDW, MEGA DISPERSAL IR27

This Missile will strike all targets in a fleet if fired at the right moment (narrator discretion)

Instantly drops Nanite Shields, destroys Nanoplague and prevents Nanite Weapons and Nanite Repair devices from working for 1 hour from round of attack.

-2 to Hit & Dodge rolls for all Technomantic Vehicles & Technomantic Creatures in cloud.

After discovering the amazing soil created by the Sefhir Planet-Healer technology, Iron Republic Captain Alice Clegg immediately put Soil dispersal weapons into production. The first is the Capital Ship-Class, Mega Dispersal Weapon or MDW. The MDW is designed to be launched from the shadow of a moon into an oncoming Unity, E-strain, or Fort Lendill fleet.

Once the missile strikes all vessels in an enemy fleet will lose Nanite Shields, and Nanite Repair abilities. Technomantic enemies and Cyborgs will take -2 to Hit and Dodge rolls.

If fired at a planet it will affect an entire city, or a section of countryside (narrator discretion)

Gaming note- Prepackaged Healing Nanite Syringes will not work for 1 hour. After that hour they will begin to work again. Prophets will be unable to convert sections of a planet hit with a MDW missile. Kasanthian Reapers will lose the conversion spike ability for 1 day.

Blackmarket Price: 1 Million Ghaz
Iron Republic Price: 1 Billion I.R. Credits

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Red Fist Commandos are Tough!- The forces of Captain Delas Sevor of the 3rd Light Foot. arrived planetside on Omma 2 hunting the Red Fist Commando and found him holed up in a fortified cathedral. Once the Grand Cathedral of Viziri the 13th, it was now used by the Universal Church as a mission. The Red Fist met up with a pair of Quall N'drone Lieutenants and their Brethren Bodyguard and prepared to welcome a full invasion of the planet. Instead at dawn, simultaneous charges exploded at the cathedral's fire escape and front door, splitting the Brethren defenders between the two different unknown threats.

At the same time two squad's of Captain Sevor's men attacked the Quall N'drone Lieutenants by shadow-walking in. They disabled the Quall Lts. using Zela projectiles (which prevented the Quall from using the Leyas or opening an Energy Bridge to bring in reinforcements). Without their burst shields, the Quall Lieutenants were quickly cut down by Captain Sevor's soldiers' rifles. As his soldiers battled brethren in the pews of the cathedral, Captain Sevor and his elite bodyguards took on the Red Fist Commando. The Red Fist shattered two of the walls with Walls of Fire that separated Sevor's formation, killing half his men in one move. Sevor responded by commanding his men to fire a volley of Zela projectiles into the Red Fist's chest. These rounds got stuck in the power armor's ablative armor, and the Red Fist pressed a button and that section of armor slid easily away. The Red Fist's shields renewed, and he renewed his attack incinerating two of Sevor's men. But Sevor would not relent, he personally charged the behemoth, tossing an EMP grenade to disable his foe's power armor. Drawing a Wraith-model Solar Sword, Captain Sevor leapt. He landed on the shoulders of the beast and killed him by driving the blade into the base of the Red Fist commando's spine. The Red Fist commando died and the hostages were recovered.

The Stars go out in E-strain Space- The Angels of Desolation have been spreading Revelation Nanoplague throughout their territory. Each star has been covered by flocks of these Solar powered entities. The planets around them froze, death on such a large scale that the Creeping Darkness has begun to feed and grow strong from the sacrifice. Only the Dome Cities and the hives of the E-strain Manslayers survived the new Ice Age across E-strain space. These dark, frozen planets are full of hungry Manslayers, and packs of TRILAT Viral Tanks, piloted by E-strain Brain Crabs, rumbling across the alien wilderness.

The TRILAT Viral Tank

-contributed by Amanda Marcos-

Biological Weapons Tank

F.S. 6 (+10 Bonus to hit targets in Orbit)

of Attacks- 1

V.A.R. Self-Repair Shell

V.A.R. vs Melee 50

V.A.R. vs Missile 100

V.A.R. vs Energy 50

E.P. 20 Heals 5 V.A.R. every round.

Move 8 (Hover)

If the tank gives up its Tribuster it will have 20 Open Weapon Mountings.

After facing Bastion Siege Striders in combat, the Angels of Desolation have adapted their Dual Domebuster into the ultimate viral implantation weapon. The TRILAT Viral Tank has a triple domebuster with a supercharged generator allowing it to target orbital foes and even hit other planets in the same Solar System. It can fire its Tribuster and hit an enemy Frigate hiding behind a nearby moon, or hit a city on another world.

Its appearance is organic and covered in molted manslayer shell.

Attacks

Trilat Tribuster Cannon

400 (Half A.R.) Missile dmg

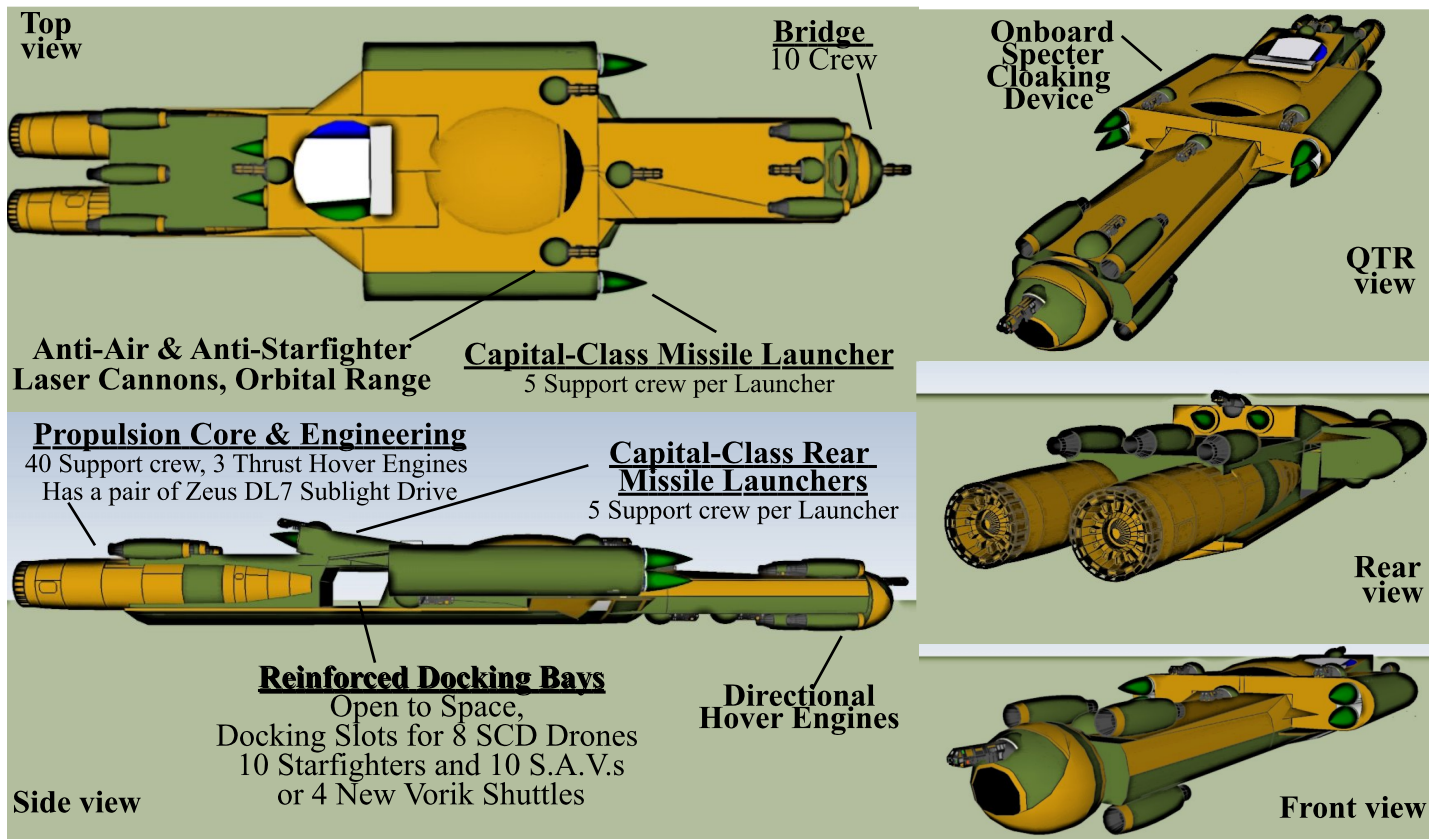
Lowers V.A.R. by 300 pts

Lowers S.A.R. by 250 pts

Can fire Special AMMO

Living Death Ammo-These Tribuster shells are loaded with three different Plague Vampires who will infect an entire City or Capital ship.

NEW EEF Exclusive Gear



KALINO-Class Capital Missile Frigate

EEF **KALINO** Capital Missile Frigate

EEF Capital Missile Frigate

V.A.R. Starship Armor with reactive Plates
 vs. Melee 300
 vs Missile 300 E.P.: 100
 vs Energy 200

Takes half dmg from Melee & Missile
 Targeting Computer 5
 Move 0, Fly 10, Space 10 + Shadow Drive
 Strength 12- Tractor Beams
 Bridge Crew 10 + 40 support crew, 8 SCD Drones.
Population: 200 Docking Bays: Currently Open

Capital Ship Missiles- See Next Page
 4 Forward Facing Launchers, 2 Rear Facing
 5 Missiles per Launcher. Orbital Range.

Anti-Air / Anti-Space Laser Cannons (x10)-
 20 (Half. A.R.) Energy dmg,
 x2 dmg to Vehicles & Structures, Orbital Range

Guided Missile Systems
EMP Missiles (x25)- 40 Chill dmg
 to Vehicles, Mekanoids & Technomantic Entities.

The *Kalino*-Class Capital Missile Frigate will normally stand off from targets and pummel them with its various missiles. Its direct ship to ship combat firepower is minimal. For that reason it must make use of its Specter device and maneuvering to maintain distance from the enemy or rely on escorting ships.

The Kalino-Class mounts four forward firing Anti-Capital Ship Missile tubes. They stand off far from other Capital Ships and hammer them with long-range missile fire.

The first five Kalino-class Missile Frigates are called *The Shield of Kalino*, the *Aseyr of Thuban*, *Ryndle's Pride*, the *Unstoppable Force*, and *The Defender Incarnate*.

KALINO Missile Frigates have a counterboarding force of 20 Colonial Marines. Its remaining 300 passengers will be a wide assortment of EEF soldiers, Special Forces squads, diplomatic envoys, VLAD Agents and even Scientists and Technicians.

Specter Field- Can cloak its form from Sensors. Cloak drops if this ship fires its weapons(drops for 2 rounds).

Weak Point- Missile Launch Tubes

Each of the 4 forward facing and 2 rear facing launch tubes provide a large target for Starfighters. Starfighters can make called shots against the Missile Launcher. Each Launch tube has an S.A.R. of 20.

EEF Requisition Rank- Captain for Dark Side Pilots General for Special Forces, Army & Navy

New Special Guided Missiles Can only be fired from Special Launchers like those aboard a Kalino-Class Missile Frigate or from a Planetary Defense Station. ***Cannot be fired from personal or regular vehicle mounted guided missile launchers, these missiles are too big.***

Capital Ship Missile Types-

Anti-Ship Missile- 100 Missile dmg, x2 to Vehicles and Structures, City Effect (+15 Dodge T#)

EMP Missile- 90 Chill dmg EMP to Vehicles, Mekanoids and Technomantic Entities, City Effect (+15 Dodge T#), will hit all targets in a fleet (will hit friends & foes).

Backdraft Missile- A long thin discarding sabot missile the initial strike does 300 (x2 to spaceships only) missile damage but only to a small area of the ship the goal is to get passed the armor on the hull. Once inside, the missile starts pumping out nanites using the missile itself as raw material for them (20 Melee dmg per round for 5 combat rounds). When the air in a section of the ship is saturated with them (5 combat rounds later) they all combust at once, burning the air out of that section and killing off the crew as well as setting that part of the ship on fire. (20 Energy dmg, fire, to all affected areas).

Fisher Missile- Immediately after launch this missile unfurls eight mono filament lines (50 ft long each, 100ft long diameter total) which rot ate around the missile's body at high speed. 30 (No AR) Melee dmg to all targets in its path, Area Effect (+8 Dodge T#). The missile will run out of fuel after 4 rounds it will continue to drift and the lines will continue to spin due to inertia. The lines can be dodged and ship passing within their range must roll 1d8 dodges the lines count as having an FS of 4.

Butcher Missile- This missile carries a set of 4 Special Combat drones. Inside a proximity sensor triggers its release, they will latch onto the target. Cut into and attack the hull of the enemy vessel, seeking to breach it or destroy weapon mounts they encounter. It can be set to cut up and disable enemy engines.

Butcher Combat Drone- HP 15 F.S. 4 2 Attacks
AR:10 vs Melee, Missile & Energy) EP 15, Move 20 (Fly+Space)

Combat claws- 10 Melee dmg, Lowers V.A.R. by 10 pts.

EPR Rifles (x2)- (10 (½ A.R.) missile burst fire +3 to dodge).

Suicide Charge: Hi-explosive package in the drone body the drone will detonate if it breaches the targets hull or if the drone is disabled and can no longer move under its one power.

60 Energy dmg, Area of effect (+8 to dodge)

CAP Missile- A modified anti-ship missile which has had its warhead removed it carries 4 H/K drones (or other variety of Space Combat Drone instead). This allows for quick and precise delivery of drones to areas that the enemy will not expect. (Note these drones are in addition to standard drone compliment.)

Bedlam Missile- This type of missile contains a leyas generator and is artfaced with Create Nightmare (Least Nightmare, Nightmare Fleshworms, and Nightmare DeamonBeasts). It will latch unto the side of the target at which point the generator activates the artfacing turns on once the generator starts. This missile can quickly flood an area or corridor of a ship with Nightmares (One type of each nightmare is created each round that the generator is active.)

Splinter Warhead- Separates into 8 independently targeted warheads which hits eight different targets for 80 (half A.R.) Missile Dmg, Area Effect (+8 Dodge T#)

Planetary bombardment missiles, Atomics require the Field Marshal's permission.

Earther Atomic-200 (half A.R.) Energy dmg, x2 dmg to Vehicles. 200 EMP dmg (see EMP above for limitations on targets). Atomic's damage cannot be dodged except by escaping into another dimension.

Conventional Warhead- 150 (half A.R.) Missile dmg, City effect (+15 Dodge T#)

New Special Training Can only be learned by Unity Emissary Characters.
Cannot be combined with Other Emissary Paths.

Emissary Path of Rage -

The Emissary learns to harness and project the rage that runs deep in the Unity. Thousands of minds focusing their rage with the Emissary as the focus of that energy. These count as Leyas Attacks if used against unwilling targets.

Level 1 - Arouse Anger: Causes an equal number opponents (and/or friends) as Emissary's Will to feel rising anger (all automatically fail their temper tests and begin to go berzerk). This may help them kill, but may distract from other actions (-2 to all non-combat skills) and makes running away impossible. Emissary and all targets under the effect of the Rage get +1 Bonus to Hit & all Damage.

Cost: 5 Points

Level 2 - Implacable Fury: The Emissary turns this power inward; They can ignore the first 10 Melee dmg, 10 Missile dmg, or 10 Energy dmg they take each combat round, but become unable to flee. Even against superior firepower and odds the Emissary must fight to their own death. This bonus stacks with other bonuses gained from arouse anger and blind rage.

Cost: 10 Points

Level 3 - Blind Rage: The Emissary overwhelms the mind of a single foe, rendering them incapable of distinguishing friend from foe, and empowering them with incredible strengths. Target must make a Will (T#6) Test with 2 successes or they will kill the closest living creatures (friend or foe). This target will also get a +5 Bonus to Strength tests, and +5 Melee dmg with all close combat weapons and close combat abilities. Emissary can use this ability on itself but will attack both friend & foe any round it is used.

Cost: 10 Points

Level 4 - Cool anger: When the Emissary targets friends or themselves with Rage-based powers, they do not receive penalties. This includes Blind Rage.

Cost: 5 Points

Level 5 - Call of the Machine: The Emissary's projection is now capable of affecting any Technological device, robot and even Cyborgs that are within range. Simple devices will usually shut down, while A.I.s and Mekanoids are treated as characters.

Cost: 20 Points

Level 6 - Tide of Fury: The Emissary may now affect a huge number of targets with any of the above abilities. Arouse Anger affects (Will x10) targets. Implacable Fury will now defend both the Emissary and an equal number of allies to Emissary's Will. Blind Rage will now affect an equal number of Targets as an Emissary's Will.

Cost: 20 Points

S.U.A.R.M. HIVEFORGE* or
Fort Lendill Artificial Lifeform **T.A.A.M.** Type 1

H.P. 25 F.S. 4 # of Attacks- 4

A.R. Armored Chassis

A.R. vs Melee 5

A.R. vs Missile 10

A.R. vs Energy 10

A.R. vs Chill 0

Move 4

Memory Core is indestructable

Repair Tech or Tech Forger (T#4) to remove Memory core and put it into a new mekanoid body. (Requires backup body).

T.A.A.M stands for Technomantic Arachnoid Assembler Mekanoid and the Hive Forge model is essentially what it sounds like. It is an assembler mekanoid with 8 arms dedicated to assembling S.U.A.R.M. and S.U.A.R.M. Advanced Chassis. The T.A.A.M. is suspended from the ceiling of a Mining or Assembling station, building various devices, vehicles and gear needed by the Fort Lendill fleet. Its core body is almost as big as an AAV, but can extend its legs out to build larger projects.

The Assembler Assembler mentioned above is a giant mekanoid that is being assembled inside of a NESA built Factory station. Though it will be capable of making ship-sized weapons systems it is primarily made to build other smaller meks. Repair drones, ship builders, even defensive and offensive mekanoids.

Standard Attacks

+2 bonus with Internal Weapons and Mounted Weapons

PLASMA Cutter Torches- 15 (Half A.R.) Energy dmg, Lowers V.A.R. & S.A.R. by 15 pts.

8 Open Weapon Mountings

Special Ability

Standard Utilitarian Attack and Repair Meks *

(S.U.-A.R.M.)- Takes dmg from EMP

Takes x2 dmg from Chill attacks, Takes x2 dmg from Reverse Metal Leyas

Takes x2 dmg from Heat Metal Leyas, Immune to Poison.

Takes half dmg from Vampiric & Pain attacks

Can never benefit from Protective Aura

Can be Hacked (unless inhabited by a Commander)

T.A.A.M. Shipyard Chassis

Fort Lendill Artificial Lifeform **T.A.A.M.** Type 2

H.P. 40 F.S. 4

of Attacks- 4

V.A.R. vs Melee 40

V.A.R. vs Missile 30

V.A.R. vs Energy 20

Move 4 (Crawl)

Always counts Leyas Chill & EMP as No A.R. dmg.

Benefits/Weakness as S.U.A.R.M.*

Memory Core is indestructable

Repair Tech or Tech Forger (T#4) to remove Memory core and put it into a new mekanoid body. (Requires backup body)

The third largest S.U.A.R.M. is also a T.A.A.M-class mekanoid. The Shipyard T.A.A.M. builds spaceships and installs technological devices inside of space-stations build by NESA Missiles. They mainly use 2 limbs for assembling, but can use 4 to 6 in the zero gravity shipyards. Though not designed for combat they wield plasma cutting torches and laser saws that are primarily used in their builds.

PLASMA Cutter Torches-
15 (Half A.R.) Energy dmg,
Lowers V.A.R. & S.A.R. by 15 pts.

Precise Starcruiser-class Laser Scapels -
20 (Half. A.R.) Energy dmg,
x2 dmg to Vehicles, x4 dmg to Capital Ships

Repair Arms- Casts Assemble at 4 Successes
Requires the proper resources and time to build objects. +4 bonus to build S.U.A.R.M. Units.
Can build 3 S.U.A.R.M.squad each combat round.

Exclusive Space Campaign Character Class

This Character starts with 5 ghaz.
Choose Race- This Character
May be any Speaking Race.



Strength 4
Agility 6
Will 6
Health 3
Intelligence 4
Charisma 5

H.P. 9

AR.: Patched Civie SpaceSuit

vs Melee: 4

vs Missile: 4

vs Energy: 3

vs Chill: 3

Acts as a Spacesuit

Temper: 3

Emotional Control: 2

No of attacks

Melee: 1 (2)

Ranged: 1 (2)

Thrown: 1 (2)

Leyas: 1

Leyas Rating 3 (Berzerker)

Shadow Lvl 3

Fire lvl 3

Shapeshift lvl 1

Combat

Handgun 5

Edged Weapons 5

Hand to Hand 5

Thrown Weapons 5

Rifle 5

Leyas Combat

Melee 2

Leyas Combat

Ranged 2

Skills

Stealth 5

Explosive Theory 4

Ammosmith 3

Acrobatics 3

Pilot (Starship) 3

Drive 3

Ship Operations

(Gunner) 5

It is a rare Space Pirate who can lead a Boarding Party. A rarer Space Pirate survives it. They will quickly rise in the ranks, becoming a go-to pirate for the local pirate king.

They will use both technology and minimal Leyas (using a stolen Leyas Generator). Good Pirate Gunners know that salvage is the best way to get weapons and will often carry backup guns in case the first set jams (which is common for Leyas Users & Firearms).

They charge into battle, striking quickly and fleeing if the defenses are too strong.

Weapons

Stolen AutoBolt-R Pistols (x4)

2W

6 Missile dmg, Burst Fire (+3 Dodge T#). Medium Tech

Can be fired in Space and even underwater. 4 clips regular ammo

A.P. Magnum Ammo (4 clips)- 12 Missile dmg

Incendiary Ammo (4 clips)- 6 Energy dmg, x2 dmg to Undead

Gunslinger allows x2 attacks when two of these are used as a pair

Stolen Artificed AutoSpring Rifle

12 Missile dmg + 2d6 Missile dmg, can set fire to flammables.

Artificed with FireDart II & Fire Leap at 3 successes

+2 Bonus to Hit & Parry with Bayonets

Leyas Generator level 3. Can be fired in Space.

Assassin Bayonet- 6 Melee dmg, x3 dmg on Called Shots or x2 dmg on Charge attacks using Fire Leap

Special Training

Melee Strike +1

Ranged Shot + 1

Rapid Throw +1

Gunslinger

Contributed by B.G. Osorio

Exclusive Space Campaign Character Class

This Character starts with 5 ghaz.
Choose Race- This Character
May be any Speaking Race.



Strength 4
Agility 6
Will 6
Health 3
Intelligence 4
Charisma 5

H.P. 9

A.R.: Patched Civie SpaceSuit

vs Melee: 4

vs Missile: 4

vs Energy: 3

vs Chill: 3

Acts as a Spacesuit

No of attacks

Melee: 1 (2)

Ranged: 1 (2)

Thrown: 1 (2)

Leyas: 1

Leyas Rating 3 (Bravo)

Air Lvl 3

Fire lvl 3

Blood Dancer (See the Complete Leyas Guide Page 70)

Temper: 2

Emotional Control: 3

Combat

Handgun 5

Edged Weapons 5

Hand to Hand 5

Thrown Weapons 5

Rifle 5

Leyas Combat

Melee 2

Leyas Combat

Ranged 2

Skills

Stealth 5

Explosive Theory 4

Herbalism 3

Acrobatics 3

Pilot (Starship) 5

Drive 3

Set Traps 5

The Space Pirates of the Free Systems are trained in a lot of non-traditional combat techniques. Their Da'uhnb trainers even teach them the art of the Blood Dance to find hidden K'ias. The Free Systems are dedicated to wiping out the K'ias, and the Pirates leading their breaching parties will kill K'ias. They will dive and leap across the battlefield cutting down enemies. Their weapons are elite, and each has a serial number when they are give by the Temporal Empire to the Pirate. They are used to track the Pirate's actions across space and time...

Weapons

Wristmounted Dart Pistols (x2)

2W

6 Missile dmg + 2d6 (No A.R.) Poison dmg.

Can be fired in Space and even underwater. 8 clips of 5 darts each
Gunslinger allows x2 attacks when two of these are used as a pair

Da'uhnb Artificed Cutlass

1d6+7 Melee dmg, can set fire to flammables. +3 Bonus to Parry.

Artificed with Banish, Working(Fire) & Fire Leap at 3 successes

x2 dmg on Charge attacks using Fire Leap. x2 dmg to Undead.

Leyas Generator level 3.

Da'uhnb Zela-Alloy Sabre

1d6+3 Melee dmg, +3 Bonus to Called Shots.

x2 dmg to K'ias & Cambions.

x2 dmg on Charge attacks using Fire Leap

Special Training

Melee Strike +1

Ranged Shot + 1

Rapid Throw +1

Gunslinger

Da'uhnb Temporal A.I. Visor (or Headset)

Each Da'uhnb Servant is given a Visor (or Headset) with an onboard Learning A.I.- F.S.5.

These A.I. allow the Pirate to fly starships without having to make Emotional Control tests.

Contributed by David Baum & John Reynard