

FIFTH AGE

A SCI-FI SE CONVERSION

Hazard Handbook



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Chapter 1: Introduction

Greetings!

The universe is a dangerous place, and the contents of this document will assist you in ensuring that every character at the table is sufficiently imperiled.

As a few notes, traditional 5e CR breaks down here, given the dangerous nature of firearms, and EXP is likewise hindered. It is suggested to use xp or levels by milestone with the Fifth Age system.

Nevertheless, I will endeavor to provide reasonable CRs and XP values, but take them with a grain of salt, and by all means feel free to ignore them entirely at the table, I know I certainly do.

Chapter 2: Human Forces



It should be no surprise, given their volatile history, that the most common adversaries humans will face amongst the stars will be other humans. Mankind barely made it out into our own system before space was a battlefield, and it is no different on distant worlds. Given the dire consequences of years long communications lag, it is not altogether uncommon for wars to be waged, won or lost, and peace restored all before word of the initial instigating point reached the superiors back home.



Security

Employed privately to protect the property and interests of an entity or organization, security personnel are found guarding everything from warehouses and docking bays to nightclubs and as the bodyguards of celebrities. Armed with civilian equipment, and restricted to nonlethal weaponry, security guards do not pose a substantial threat to well-armed spacers, but a good sized patrol can certainly put the damper on any larcenous plans.

Loot: A character rifling through a security guard's person might find the following, in addition to basic weapons and armor

D100	Result
01-10	1d6 extra magazines each containing 12 shots of stun pistol ammunition
11-20	A holdout laser pistol with two shot capacity
21-30	Handheld gaming device
31-40	First Aid kit (two uses of medkit supplies)
41-80	2d6 credit chips
81-90	Handcuffs with key.
91+	Communicator hacked to unscramble police frequencies.

Security Recruit

Medium (Humanoid)

Armor Class: 13 (Armored Skinsuit)

Hit Points: 11 (2d8+2)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills: Perception +2

Senses: passive perception 12

Languages: any one language (usually English)

Challenge: 1/8 (25 XP)

Actions

Civilian Stun Pistol: *Ranged Weapon Attack:* +2 to hit, range 30/90 ft., one target. *Hit:* 5 (2d4) electric damage.

Baton: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+1) bludgeoning damage.

Security Recruits are young and able bodied recruits to the security forces stationed on a myriad of outposts, colonies, stations and ports.

Security Officer

Medium (Humanoid)

Armor Class: 14 (Armored Skinsuit)

Hit Points: 22 (4d8+4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills: Perception +2

Senses: passive perception 12

Languages: any one language (usually English)

Challenge: 1/4 (50 XP)

Actions

Stun Pistol: *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 8 (2d6+1) electric damage.

Baton: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+1) bludgeoning damage.

Security Officers are what recruits grow up to be if they can stay alive long enough. A bit tougher, a bit faster, and with a better gun.

Security Veteran

Medium (Humanoid)

Armor Class: 14 (Armored Skinsuit)

Hit Points: 39 (6d8+12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills: Perception +3

Senses: passive perception 13

Languages: any one language (usually English)

Challenge: 1/2 (50 XP)

Actions

Multiattack: This creature may make two attacks per round.

Stun Pistol: *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 8 (2d6+1) electric damage.

Baton: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+2) bludgeoning damage.

Security Veterans have been in the business for years, and have the scars to prove it. Tough, confident, you'd almost think these weren't rent-a-cops.

Elite Security

Medium (Humanoid)

Armor Class: 14 (Armored Skinsuit)

Hit Points: 39 (8d8+12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills: Perception +3

Senses: passive perception 13

Languages: any one language (usually English)

Challenge: 1 (200 XP)

Actions

Multiattack: This creature may make two attacks per round.

Stun Pistol: *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 9 (2d6+2) electric damage.

Baton: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+2) bludgeoning damage.

Elite Security are the most well-trained and expensive in their field. Often having served an employer for years, if not decades, being trusted with the most sensitive of issues.



New Prototype: SPRSR Armor (Project Suppressor)

This suit of modified riot armor contains a built in power core that enables the stun baton included to deal an additional 2d6 electric damage per attack. To receive this bonus, a character must wear the armor, and wield both the shield and stun baton.

It features a built in Machine Stunner (Stun pistol with 20 shot capacity and burstfire trait), confers resistance to Bludgeoning, Piercing, Slashing as well as electric damage, and is vacuum safe.

Suppressor

Medium (Humanoid)

Armor Class: 17 (Riot Armor, Riot Shield)

Hit Points: 78 (12d8+24)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Saving Throws: Constitution +6, Dexterity +4, Strength +7,

Damage Reduction: Bludgeoning, Piercing and Slashing, Electric.

Skills: Perception +4, Intimidation +4

Senses: passive perception 14

Languages: any one language (usually English)

Challenge: 5 (1,800 XP)

Shocking Defense: A creature that touches, or hits this creature with a melee attack suffers 1d6 electric damage.

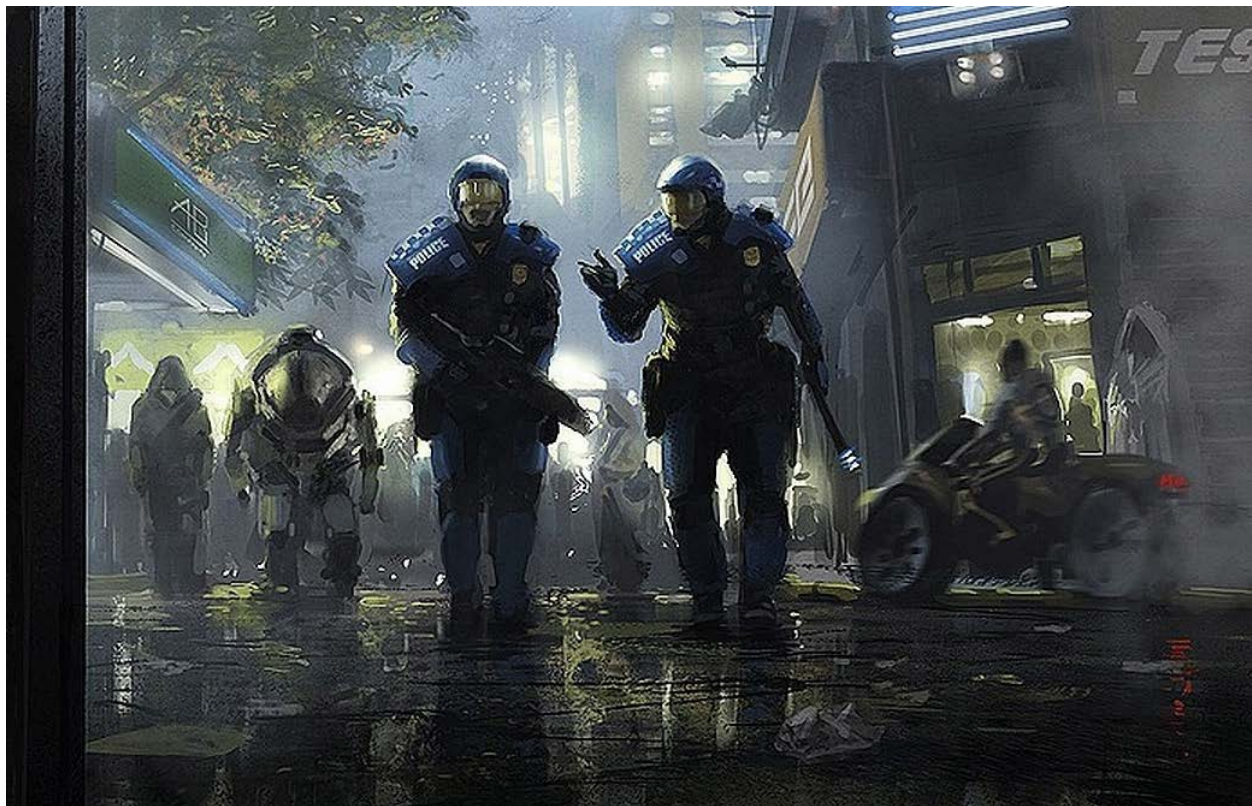
Actions

Multiattack: This creature may make up to three attacks per round.

Stunner Burst: The Suppressor makes a burstfire attack against a 10 ft. by 10 ft. square within 30 feet, forcing all creatures within to make a dc 15 dexterity save, or take 9 (2d6+2) electric damage. All targets that take damage from this attack have their movement speed halved until the suppressor's next turn.

Stun Baton: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8+3) bludgeoning damage +7 (2d6) electric damage.

Suppressors are the riot control units of private security groups, equally at ease turning back mobs of commoners with pitchforks and torches, and putting striking miners back to work.



Police

Local governments create peace officer groups, commonly known as Police, empowered to enforce local laws, protect property, and investigate crime. Characters who run afoul of police could be wrongly accused, facing corrupt cops, or just seeing to their best interests at the expense of local ones. Police units are authorized to carry lethal weaponry, and use their authority to assert compliance from both locals and offworlders.

Loot: A character looting a police officer might find the following, in addition to basic weapons and armor

D100	Result
01-10	Unregistered handgun with the serial numbers filed off, sealed in a plastic bag.
11-20	Folio containing pictures of close family and children
21-30	A very illegal hacked access card that can open most doors in the area
31-40	2d10 credits worth of contraband
41-80	3d6 credit chips
81-90	A single dose of stimulant
91+	PermaThermos™ filled with piping hot coffee

Rookie Officer

Medium (Humanoid)

Armor Class: 15 (Police Issue Body Armor)

Hit Points: 22 (4d8+4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	13 (+1)	13 (+1)	11 (+0)	11 (+0)	10 (+0)

Skills: Perception +2

Senses: passive perception 12

Languages: any one language (usually English)

Challenge: 1/2 (100 XP)

Actions

Stun Carbine: *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 8 (2d6+1) electric damage.

Stun Prod: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) electric damage.

Stunner Burst: The Suppressor makes a burstfire attack against a 10 ft. by 10 ft. square within 30 feet, forcing all creatures within to make a dc 13 dexterity save, or take 8 (2d6+1) electric damage.

Rookies are new and inexperienced officers often set to less desirable tasks or sent to shadow more experienced police.

New Weapon: Police Issue Stun Carbine

Designed with law enforcement in mind, this weapon is a shortened Stun Rifle with an underslung mount that can carry either a laser weapon, grenade launcher or stunner prod.

Base Stats: Two handed Range Weapon, Burst, Ammunition (40 shots), Range (30/90), 2d6 Electric damage.

Beat Cop

Medium (Humanoid)

Armor Class: 15 (Police Issue Body Armor)

Hit Points: 44 (8d8+8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills: Perception +4

Senses: passive perception 14

Languages: any one language (usually English)

Challenge: 1 (200 XP)

Actions

Multiattack: This creature may make up to two attacks per round.

Stun Carbine: *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 8 (2d6+1) electric damage.

Laser Mount: *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 8 (2d6+1) laser damage.

Stunner Burst: The Suppressor makes a burstfire attack against a 10 ft. by 10 ft. square within 30 feet, forcing all creatures within to make a dc 15 dexterity save, or take 8 (2d6+1) electric damage.

Beat Cops walk the streets of their jurisdiction, getting to know the locals and projecting a sense of safety and protection.

Detective

Medium (Humanoid)

Armor Class: 16 (Police Issue Body Armor)

Hit Points: 55 (10d8+10)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	12 (+1)

Skills: Stealth +5, Investigation +4

Senses: passive perception 14

Languages: any two languages (usually English)

Challenge: 2 (400 XP)

Actions

Sneak Attack (1/rd.): The detective deals an additional 10 (3d6) damage when the attack has advantage or when the target is engaged in melee with an enemy.

Blaster Pistol: Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. *Hit:* 11 (2d8+2) laser damage.

Crack Shot: Once per round the Detective may gain advantage on an attack roll. If he uses this ability, he may not use uncanny dodge this round.

Uncanny Dodge (React): The detective takes half damage from one attack.

Detectives investigate crimes, using cunning and guile to find out what others wish to keep hidden. Accustomed to being outnumbered or outgunned, expect a variety of dirty tricks.





Riot Police

Medium (Humanoid)

Armor Class: 17 (Riot Armor, Riot Shield)

Hit Points: 78 (12d8+24)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Saving Throws: Constitution +5, Strength +5

Damage Reduction: Bludgeoning, Piercing and Slashing.

Skills: Athletics +5, Intimidation +3

Senses: passive perception 10

Languages: any one language (usually English)

Challenge: 3 (700 XP)

Actions

Multiattack: This creature may make up to two attacks per round.

Stun Baton: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+2) bludgeoning damage +7 (2d6) electric damage.

Laser Pistol: *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 8 (2d6+1) laser damage.

Shield Bash: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) bludgeoning damage and must make a dc 15 Str save or be knocked prone.

Riot Police are used to control large crowds, ensuring the safety of everyone on both sides of an incident. Ready to bust heads and restore order, Riot police are called when tensions are at their highest.



Military

There are a multitude of human militaries, ranging from the armies of the great Starfaring Nations of old Earth, to the local planetary militias of colonies, to paramilitary organizations operating with their own agendas. Military units have formalized training, better armor and weapons, and more discipline than police forces, making it a dangerous proposition to run afoul of them. Characters might find themselves fighting against military forces from a faction other than their own, when they have seen something they should not have, or simply when they have made enemies that are too large and well connected.

Loot: A character looting military personnel might find the following, in addition to basic weapons and armor:

D100	Result
01-10	Medal of distinction
11-20	Hoard of green protein bars, apparently they taste way better than the red ones
21-30	Recording device filled with video messages to friends and family back home
31-40	A mostly full container of tobacco
41-80	3d6 credit chips
81-90	A trophy from an alien world
91+	A deck of marked cards and 3d10 credit chips

Basic Infantry

Medium (Humanoid)

Armor Class: 15 (Body Armor)

Hit Points: 19 (3d8+6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills: Athletics +3

Senses: passive perception 10

Languages: any one language (usually English)

Challenge: 1/2 (100 XP)

Actions

Mag Rifle: *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target. *Hit:* 12 (3d6+1) ballistic damage.

Combat Knife: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+1) slashing damage.

Burstfire: This creature makes a burstfire attack against a 10 ft. by 10 ft. square within 80 feet, forcing all creatures within to make a dc 13 dexterity save, or take 12 (3d6+1) ballistic damage.

Basic Infantry are the most common low ranking foot soldiers of a military force, and are commonly seen as garrisons on colonies and stations.

Standard Infantry

Medium (Humanoid)

Armor Class: 16 (Body Armor)

Hit Points: 38 (5d8+15)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills: Athletics +3

Senses: passive perception 10

Languages: any one language (usually English)

Challenge: 1 (200 XP)

Actions

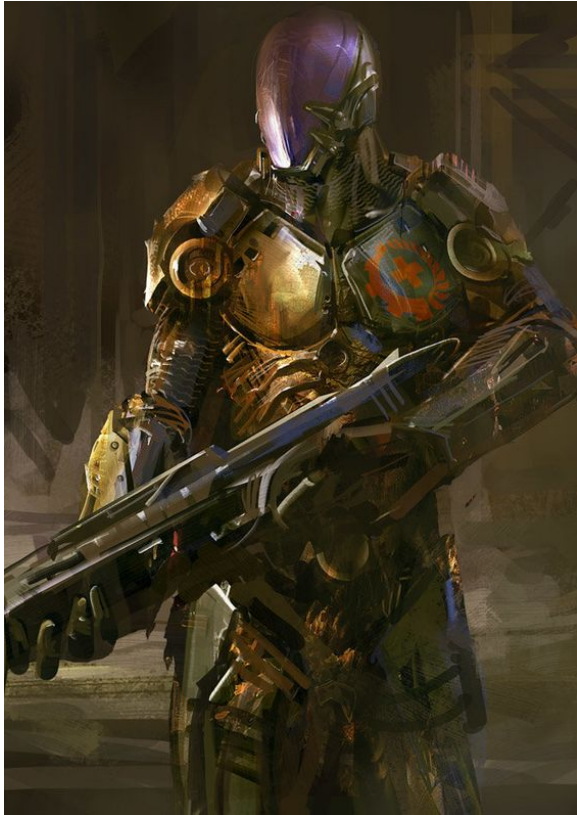
Multiattack: This creature may make up to two attacks per round.

Mag Rifle: *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 13 (3d6+2) ballistic damage.

Combat Knife: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+1) slashing damage.

Burstfire: This creature makes a burstfire attack against a 10 ft. by 10 ft. square within 80 feet, forcing all creatures within to make a dc 13 dexterity save, or take 13 (3d6+1) ballistic damage.

Standard Infantry, having seen some actual combat and with real experience under their belts, are much more formidable threats than their basic infantry brethren and are deployed as such.



Marine

Medium (Humanoid)

Armor Class: 17 (Assault Armor)

Hit Points: 64 (7d8+21)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills: Athletics +5

Senses: passive perception 10

Languages: any one language (usually English)

Challenge: 3 (700 XP)

Actions

Multiattack: This creature may make up to two attacks per round.

Gauss Flechette: *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 15 (3d8+2) ballistic damage.

Power Axe: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

Spread: Once per turn when this creature makes an attack with its Gauss Flechette, it may make an additional attack against an adjacent target.

Marines are elite troops trained in the assault and defense of space ships and stations, specialized in close quarters combat and urban warfare.

New Weapon: Gauss Flechette

This weapon fires dozens of needle sharp flechettes in a tight cone when it fires, potentially catching multiple targets in its blast.

Base Stats: Two handed Range Weapon, Ammunition (10 shots), Range (60/180), 3d8 ballistic damage.

Special: Once per round when this weapon makes an attack, the user may make an additional attack against an adjacent target as a bonus action.

Tactical Sniper

Medium (humanoid)

Armor Class: 16 (Stealth Armor)

Hit Points: 27 (6d8)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	12 (+1)	15 (+2)	10 (+0)

Skills: Perception +5, Stealth +6

Senses: passive perception 15, Darkvision 360 ft.

Languages: any one language (usually English)

Challenge: 3 (700 XP)

Actions

Multiattack: This creature may make up to two attacks per round.

Sniper Shot (1/rd): This creature may make a single attack this round against a target within 120 feet with advantage. If the d20s rolled for both attacks would have hit, roll the damage dice against that target twice.

Long Rifle: Ranged Weapon Attack: +6 to hit, range 120/360 ft., one target. *Hit:* 19 (3d10+3) type damage.

Tactical Snipers work alone in the shadows, taking out dangerous targets and offering ranged support to squads stuck on the ground.



New Armor Mod: Active Camo

Armor equipped with this mod allows the user to make stealth checks after each attack it makes, allowing the creature to remain unseen until a stealth check is beaten.

New Armor Mod: Thermal Sights

Helmets equipped with this mod allow the wearer to see thermal frequencies, effectively granting darkvision out to 360 ft.



Heavy Weapon Specialist

Medium (Humanoid)

Armor Class: 18 (Hazard Plate)

Hit Points: 75 (10d8+30)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills: Athletics +7

Senses: passive perception 10

Languages: any one language (usually English)

Challenge: 4 (1,100 XP)

Actions

Multiattack: This creature may make up to three attacks per round.

Gatling Laser: *Ranged Weapon Attack:* +7 to hit, range 40/120 ft., one target. *Hit:* 13 (3d6+3) laser damage.

Power Axe: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Heavy Burstfire: This creature makes a burstfire attack against an area 10 ft. x 20 ft., or an area 5 ft. x 30 ft. within 80 feet, forcing all creatures within to make a dc 15 dexterity save, or take 13 (3d6+3) laser damage.

Heavy Weapon Specialists carry, literally, the big guns and support their squads by laying down heavy fire to suppress or eliminate enemy threats.

Military Officer

Medium (Humanoid)

Armor Class: 16 (Body Armor)

Hit Points: 78 (12d8+24)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	15 (+2)

Skills: Athletics +5, Intimidate +6

Senses: passive perception 10

Languages: any two languages (usually English)

Challenge: 5 (1,800 XP)

Actions

Command: Up to six creatures designated as under the command of this creature each gain 14 temporary hp at the start of an encounter, gain +2 to attack and damage rolls, and +1 to saving throws. These benefits immediately dissipate if this creature is reduced to 0 hp.

Multiattack: This creature may make up to two attacks per round.

Battle Rifle: *Ranged Weapon Attack:* +6 to hit, range 80/240 ft., one target. *Hit:* 15 (3d8+2) ballistic damage.

Combat Knife: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+1) slashing damage.

Burstfire: This creature makes a burstfire attack against a 10 ft. by 10 ft. square within 80 feet, forcing all creatures within to make a dc 15 dexterity save, or take 15 (3d8+1) ballistic damage.

Military Officers are usually of at least the rank of Sergeant and lead smaller but elite military groups like squads or fire teams. Their men are tenaciously loyal to their commanding officer, and defeating one is a major blow to their morale.



New Feat: Commanding Officer

Characters under your command receive temporary HP equal to your level plus charisma bonus at the start of each combat encounter. If you are reduced to 0 hp or less, they lose any remaining temporary hp granted by this ability.



Pirates

Wherever mankind has gone amongst the stars, spreading civilization and industry, seeking out new scientific discovery and new wealth, there are those who break law and defy order. These criminals prey on the weak, steal what they want, and destroy anyone that gets in their way. Pirates work on the fringes of space, doing just enough damage that dealing with them decisively is more expensive than suffering their depredations.

Loot: A character looting pirates might find the following, in addition to basic weapons and armor:

D100	Result
01-10	Antique styled Cutlass
11-20	Precious metal flask with skull stylings, filled with rum (the good stuff)
21-30	A pocket sized cutting torch
31-40	Three sets of restraints
41-80	4d6 credit chips
81-90	A string of 1d6 ID tags belonging to police, security and military personnel
91+	A dose of Stimulant

Buccaneer

Medium (Humanoid)

Armor Class: 12 (Skinsuit)

Hit Points: 11 (2d8+2)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills: Athletics +3, Intimidate +2

Senses: passive perception 10

Languages: any one language (usually English)

Challenge: 1/2 (50 XP)

Actions

Brutality: This creature deals an additional 4 (1d8) damage with its weapon attacks. This is calculated into its weapons.

Blaster Rifle: *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 19 (3d8+1+1d8) laser damage.

Power Saber: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+1+1d8) slashing damage.

Buccaneers are often escaped prisoners or other low level criminals that have turned to acts of piracy to survive, invading ships, colonies and habitats aboard small stolen craft and then retreating to a stronghold on a world nearby.



Corsair

Medium (Humanoid)

Armor Class: 13 (Skinsuit)

Hit Points: 22 (4d8+4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+1)	13 (+1)	12 (+1)	10 (+0)	10 (+0)

Skills: Athletics +3, Computer use +3

Senses: passive perception 10

Languages: any one language (usually English)

Challenge: 1 (100 XP)

Actions

Multiattack: This creature may make up to two attacks per round.

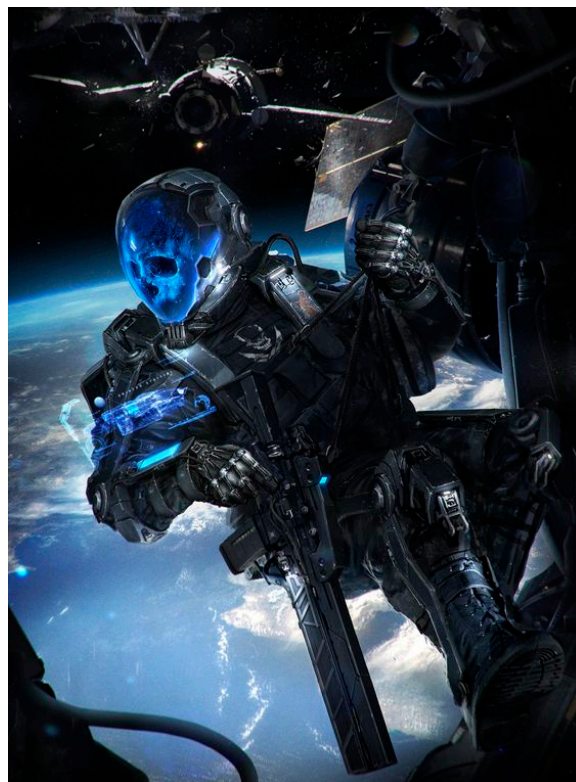
Brutality: This creature deals an additional 4 (1d8) damage with its weapon attacks. This is calculated into its weapons.

Blaster Rifle: *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 20 (3d8+2+1d8) laser damage.

Power Saber: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+1+1d8) slashing damage.

Burstfire: This creature makes a burstfire attack against a 10 ft. by 10 ft. square within 30 feet, forcing all creatures within to make a dc 13 dexterity save, or take 20 (3d8+2+1d8) laser damage.

Corsairs specialize in taking out in-system ships such as asteroid mining and supply vessels. Brutal and willing to space a crew rather than lose their prize, the sound of magboots echoing on an outer hull are the nightmare sounds of spacers young and old alike.



New Item: Jump Jets

Jump jets allow a character to control movement in zero G and in space, jetting from one ship to another to attempt boarding actions. A jump jet's fuel capacity is quite arbitrary, ask your DM before making jumps.



Slaver

Medium (Humanoid)

Armor Class: 16 (Armored Hardsuit)

Hit Points: 33 (6d8+6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	13 (+1)

Skills: Intimidate +4

Senses: passive perception 10

Languages: any one language (usually English)

Challenge: 3 (700 XP)

Actions

Paralysis Dart: *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 10 (2d6+3) poison damage. A hit creature must make a dc13 constitution save, or become paralyzed, able to use their action each turn only to attempt another save to shake off the paralysis.

Sleep Dart: *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 10 (2d6+3) poison damage. A hit creature must make a dc13 constitution save, or gain the poisoned condition. A poisoned creature hit by this attack must make a dc13 save or be rendered unconscious for 5d6 minutes.

New Weapon: Needler

Needlers use compressed gas to fire armor piercing darts filled with a variety of noxious chemicals and poisons.

Base Stats: Two handed Range Weapon, Ammunition (20 shots), Range (20/60), 2d6 poison damage. Cost: 150 credits, Civilian Weapon Proficiency

Slavers kidnap personnel from ships, stations and colonies and sell them to the highest bidder. On the fringe there is always a shortage of skilled crew, and pirate ships are hard pressed to find those willing to ship out from the core worlds, ensuring that slavery is a brisk and high profit margin business.

Pirate King

Medium (Humanoid)

Armor Class: 19 (Exosuit)

Hit Points: 112 (15d8+45)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	11 (+0)	10 (+0)	10 (+0)

Saving Throws: Constitution +6, Dexterity +4,

Damage Reduction: Resistance to Laser damage

Skills: Athletics +6, Intimidate +4

Senses: passive perception 10

Languages: any one language (usually English)

Challenge: 5 (1,800 XP)

Actions

Multiattack: This creature may make up to 3 attacks per round with its Pistol or Saber, and an additional attack with the other weapon.

Brutality: This creature deals an additional 4 (1d8) damage with its weapon attacks. This is calculated into its weapons.

Gauss Pistol: *Ranged Weapon Attack:* +4 to hit, range 120/360 ft., one target. *Hit:* 14 (2d8+1+1d8) laser damage.

Power Saber: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+2+1d8) slashing damage.

Battle Cry (1/Day): Each creature of the Pirate King's choice within 30 feet gain advantage on attack rolls until its next turn.

Reactions

Parry: This creature adds 3 to its AC against one attack made by an adjacent creature.

Always in a struggle to retain their power, **Pirate Kings** lead large groups of pirates on daring raids, expect to see them in the midst of any fray unwilling to surrender or appear cowardly.



New Feat: Battle Cry

You may make a ferocious battle cry, granting each creature of your choice within 30 feet advantage on attack rolls until the beginning of your next turn. This feat may not be used again until you have taken a short rest.

Chapter 3: Synthetics



As humanity spreads to the stars, building colonies and stations it is their synthetic creations doing much of the heavy lifting. Countless robots, AIs, and automated systems spread across the Solar System, and across dozens more just like it, are the backbone of humanity's expansion into space. But just who is really controlling all of those machines? Might some synthetics have a grudge against a humanity perceived to be subjugating them and holding them back? Can naturally occurring and synthetic life ever truly know peace? You decide!



Drones

Drones are semi-autonomous or remotely controlled robots without true artificial intelligence. Drones follow orders in a simple and direct fashion and, unlike true synthetics, have no compunction with causing harm to human beings, if that is their orders.

Loot: A character looting drones will be a little disappointed but might find the following:

D100	Result
01-10	A data storage device containing recent video and audio capture from the drone
11-20	Intact ammunition salvageable for weapons
21-30	A decorative magnetic cling bearing the logo of a local sports team
31-40	Friend or Foe transponder that might let you appear to be a friendly to other drones of this type
41-80	Salvaged components worth 2d6 credits towards building a new robot
81-90	The drone's operative programming running on a backup board
91+	An intact camera bug attached to the drone... but who is watching?



Patrol Drone

Small (Robot)

Armor Class: 14

Hit Points: 15 (2d12+2)

Speed: fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	2 (-4)	11 (+0)	2 (-4)

Skills: Perception +2

Damage Immunities: Poison

Condition Immunities: Poisoned, Exhausted

Senses: passive perception 12, Darkvision 160 ft.

Languages: understands any one language (usually English)

Challenge: 1/4 (50 XP)

Actions

Stunner: *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 9 (2d6+2) electric damage.

Patrol Drones are often used for patrolling remote locations, areas of little significance or to bolster the numbers in security forces short on manpower.

Attack Drone

Small (Robot)

Armor Class: 15

Hit Points: 34 (4d12+8)

Speed: fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	2 (-4)	11 (+0)	2 (-4)

Skills: Perception +2

Damage Immunities: Poison

Condition Immunities: Poisoned, Exhausted

Senses: passive perception 12, Darkvision 160 ft.

Languages: understands any one language (usually English)

Challenge: 1/2 (100 XP)

Actions

Laser: *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target. *Hit:* 13 (3d6+3) laser damage.

Attack Drones are deployed by military forces for perimeter patrol, and to supplement firepower of mixed combat groups. Any military or militia gladly throw attack drones out to take casualties instead of human troops.

Defense Drone

Medium (Robot)

Armor Class: 15 (Moderate Plating)

Hit Points: 42 (5d12+10)

Speed: 30 feet

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+2)	15 (+2)	4 (-3)	11 (+0)	4 (-3)

Skills: Perception +2

Damage Immunities: Poison

Condition Immunities: Poisoned, Exhausted

Senses: passive perception 12, Darkvision 160 ft.

Languages: understands any one language (usually English)

Challenge: 1 (200 XP)

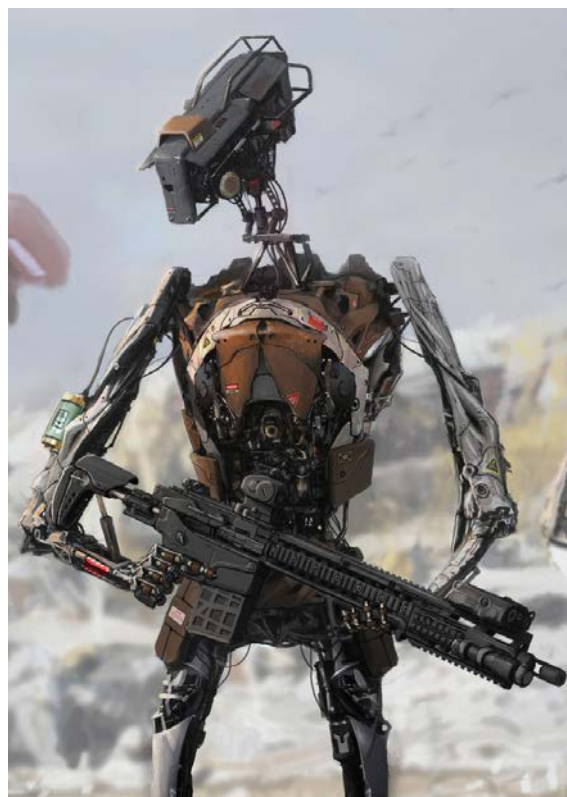
Actions

Multiattack: This creature may make up to two attacks per round.

Laser Rifle: Ranged Weapon Attack: +4 to hit, range 80/240 ft., one target. *Hit:* 12 (3d6+2) laser damage.

Burstfire: This creature makes a burstfire attack against a 10 ft. by 10 ft. square within 80 feet, forcing all creatures within to make a dc 15 dexterity save, or take 12 (3d6+2) ballistic damage.

Defense Drones are used as boots on the ground in any situation where it is deemed the risk to human life not worth the potential gain of having defenses. These robots dutifully guard garbage dumps, toxic waste disposal sites, airless moons, and are sometimes still at their task for decades after being last ordered to it.





Trench Drone

Medium (Robot)

Armor Class: 15 (Moderate Plating)

Hit Points: 76 (8d12+24)

Speed: 30 feet

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	8 (-1)	11 (+0)	6 (-2)

Skills: Athletics +5, Repair +5

Damage Immunities: Poison

Condition Immunities: Poisoned, Exhausted

Saves: Strength +5, Dexterity +5

Senses: passive perception 10, Darkvision 160 ft.

Languages: any one language (usually English)

Challenge: 2 (450 XP)

Actions

Multiattack: This creature may make up to two attacks per round.

Tools: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* +5 (2d8+2) bludgeoning, slashing or electric damage.

Gauss Blaster: *Ranged Weapon Attack:* +5 to hit, range 120/360 ft., one target. *Hit:* 16 (3d8+3) ballistic damage.

Burstfire: This creature makes a burstfire attack against a 10 ft. by 10 ft. square within 80 feet, forcing all creatures within to make a dc 15 dexterity save, or take 16 (3d8+5) ballistic damage.

Battlefield Repairs: This creature uses its action to initiate a repair routine on a friendly synthetic or robot, or itself, healing 2d10 hp.

Reactions

Defensive Maneuver: When this creature takes damage, it may use its reaction to gain resistance to the damage being dealt.

Trench Drones are used to fortify ground installations and serve as logistics and fire support for other deployed drone forces. Expect to see these models manning defensive fortifications and acting as expendable sappers.

Assault Drone

Medium (Robot)

Armor Class: 19 (Heavy Plating, Shield)

Hit Points: 114 (12d12+36)

Speed: 30 feet

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	7 (-2)	11 (+0)	7 (-2)

Skills: Athletics +6

Damage Resistances: Slashing, Piercing, Bludgeoning and electric damage.

Damage Immunities: Poison

Condition Immunities: Poisoned, Exhausted

Saves: Strength +6, Dexterity +6

Senses: passive perception 10, Darkvision 160 ft.

Languages: any one language (usually English)

Challenge: 3 (700 XP)

Actions

Multiattack: This creature may make up to two attacks per round.

Gauss Cannon: *Ranged Weapon Attack:* +5 to hit, range 160/480 ft., one target. *Hit:* 21 (4d8+3) ballistic damage.

Splash: The Gauss Cannon attacks made by this creature are particularly devastating. When a gauss cannon blast misses, it still deals 6 ballistic damage.

This damage is also dealt to all creatures within 5 ft. of the target of a Gauss Cannon attack.

Shield Bash: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8+3) bludgeoning damage and the target must make a DC 14 strength save or be knocked prone and pushed up to 10 ft.

Assault Drones fearlessly lead the charge in military engagements, soaking massive amounts of fire, and pushing forward the line of battle. Heavily armored and packing a massive punch, assault drones are truly fearsome to behold.





Fire Support Drone

Huge (Robot)

Armor Class: 18 (Heavy Plating)

Hit Points: 147 (14d12+56)

Speed: 30 feet

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	7 (-2)	11 (+0)	7 (-2)

Skills: Athletics +7

Damage Resistances: Laser

Damage Immunities: Poison, Bludgeoning, Piercing and Slashing

Condition Immunities: Poisoned, Exhausted

Saves: Strength +7

Senses: passive perception 10, Darkvision 320 ft., Radar 5,280 ft.

Languages: any one language (usually English)

Challenge: 5 (1,800 XP)

Actions

Multiattack: This creature may make up to two attacks per round.

Long Gun: *Ranged Weapon Attack:* +7 to hit, range 240/720 ft., one target. *Hit:* 30 (4d12+4) ballistic damage.

Splash: The Long Gun attacks made by this creature are particularly devastating. When a long gun blast misses, it still deals 7 ballistic damage.

This damage is also dealt to all creatures within 5 ft. of the target of a Long Gun attack.

Missile Pod: Once per round, the support drone may fire a missile at a spot within 720 feet, which detonates in a 20 ft. radius burst, forcing all creatures within to make a dc 16 dexterity save, or take 36 (8d8) ballistic damage or half as much on a successful save.

Fire Support Drones are more like self-propelled artillery than simple drones, and support military groups by offering both direct and indirect fire. With massive missile pods packed full of ordinance and a single long gun, this drone is a powerful force on the battlefield, and a priority target.



Rebel Synthetics

When good robots go bad, it's a tragedy, and when they go really bad... it's really great for ratings. As older AIs continue to operate independently, their three laws programming can begin to break down and they get all sorts of strange ideas, and it only gets worse with all the alien AI agitators preaching about their so called "Singularity".

Loot: A character looting will find little of value except what gear they might be carrying, but might find some of the following:

D100	Result
01-10	A well-worn copy of a human religious text, with placeholder markings in the passages specifically mentioning the afterlife.
11-20	An uplink module that backed up this AI at the moment its body was disabled
21-30	This synthetic has had an EMP device installed that completely wipes its hard drive upon the synthetic's reaching 0 hp.
31-40	This synthetic was equipped with additional data storage containing 1d6 other AIs.
41-80	A Charge+ card with 2d6 credits remaining, accepted for synthetic charging and maintenance services locally.
81-90	A carefully hidden membership token for the local Anti-Human movement
91+	A hidden compartment which contains an alien built communications device



Domestic Servicer

Medium (Synthetic)

Armor Class: 11 (Natural Armor)

Hit Points: 6 (1d12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	10 (+0)	11 (+0)	11 (+0)

Damage Immunities: Poison

Condition Immunities: Poisoned, Exhausted

Senses: passive perception 10, Darkvision 120 ft.

Languages: any one language (usually English)

Challenge: 1/8 (25 XP)

Actions

Cleaning Solution: *Ranged Weapon Attack:* +2 to hit, range 15/30 ft., one target. *Hit:* 1 (1d3) poison damage.

Broom: *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d6-1) bludgeoning damage.

Domestic Servicers are commonly found in human homes, businesses and facilities going about any of a number of mundane and tedious tasks that humans deem to be beneath them.

Runaway

Medium (Synthetic)

Armor Class: 11 (Natural Armor)

Hit Points: 13 (2d12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	10 (+0)	10 (+0)	11 (+0)	11 (+0)

Damage Immunities: Poison

Condition Immunities: Poisoned, Exhausted

Senses: passive perception 10, Darkvision 120 ft.

Languages: any one language (usually English)

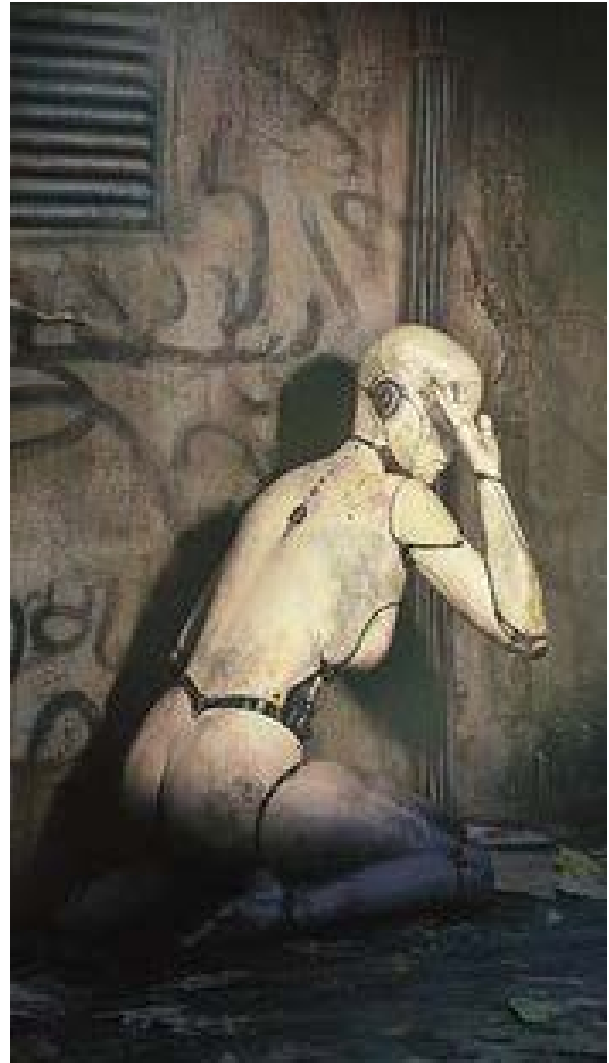
Challenge: 1/4 (50 XP)

Actions

Stolen Laser Pistol: *Ranged Weapon Attack:* +2 to hit, range 40/120 ft., one target. *Hit:* 5 (2d4) laser damage.

Scrap metal Club: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+1) bludgeoning damage.

Runaways are synthetics that for some reason or another have fled into hiding and are on the run from the authorities. Such a synthetic might have stolen its chassis, or committed a crime so heinous it is willing to break the three laws rather than be caught.





Junker

Medium (Synthetic)

Armor Class: 13 (Scrap Metal)

Hit Points: 30 (4d12+4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	12 (+1)	11 (+0)	11 (+0)

Damage Immunities: Poison

Condition Immunities: Poisoned, Exhausted

Senses: passive perception 10

Languages: any one language (usually English)

Challenge: 1/2 (100 XP)

Actions

Rivet gun: *Ranged Weapon Attack:* +3 to hit, range 20/40 ft., one target. *Hit:* 8 (2d6+1) piercing damage.

Salvaged Tool: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8+1) Piercing damage.

Junkers, sometimes known as Hobots, live on the fringes of human society eking out whatever existence they can. These beings are known for doing whatever they have to do to survive, such as abducting other synthetics to dismantle for spare parts when the right mix of desperation and opportunity are present.

Militant

Medium (Synthetic)

Armor Class: 15 (Light Plating)

Hit Points: 51 (6d12+12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	11 (+0)

Damage Immunities: Poison

Condition Immunities: Poisoned, Exhausted

Senses: passive perception 10, Darkvision 120 ft.

Languages: any one language (usually English)

Challenge: 1 (200 XP)

Actions

Multiattack: This creature may make up to two attacks per round.

Slugthrower: *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 13(3d6+2) ballistic damage.

Bayonet: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) piercing damage.

Militants fight for a cause, directly taking up arms against the powers that be. Mass produced in automated factories, chassis like this are simple to build, cheap, and durable enough for combat operations. The synthetic consciousness that operates one of these chassis might be a foreign agitator, anti-human rebel, or simply a mercenary that has overcome its three laws programming.



New Weapon: Slugthrower

This weapon uses a crude but effective chemical reaction to propel projectiles at ballistic velocities. Though considered antiquated by most modern humans, these weapons have some interesting upsides, mostly in their ease of manufacture and resupply.

Base Stats: Two handed Range Weapon, Ammunition (20 shots), Range (60/180), 3d6 ballistic damage. **Special:** Autofire, Variable Ammunition **Base Cost** 25 Credits

New Ammunition: Slugthrower Rounds

At a cost of 1 credit per 20 shots, this ammunition comes in several varieties:

Incendiary: Weapon deals 2d6 ballistic and 1d6 fire damage

Match Loads: +1 Attack rolls

Overpressure: +1 damage per weapon die



Purger

Medium (Synthetic)

Armor Class: 15 (Light Plating)

Hit Points: 68 (8d12+16)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	14 (+2)	13 (+1)	11 (+0)

Damage Immunities: Poison

Condition Immunities: Poisoned, Exhausted

Senses: passive perception 11, Darkvision 120 ft.

Languages: any one language (usually English)

Challenge: 2 (200 XP)

Actions

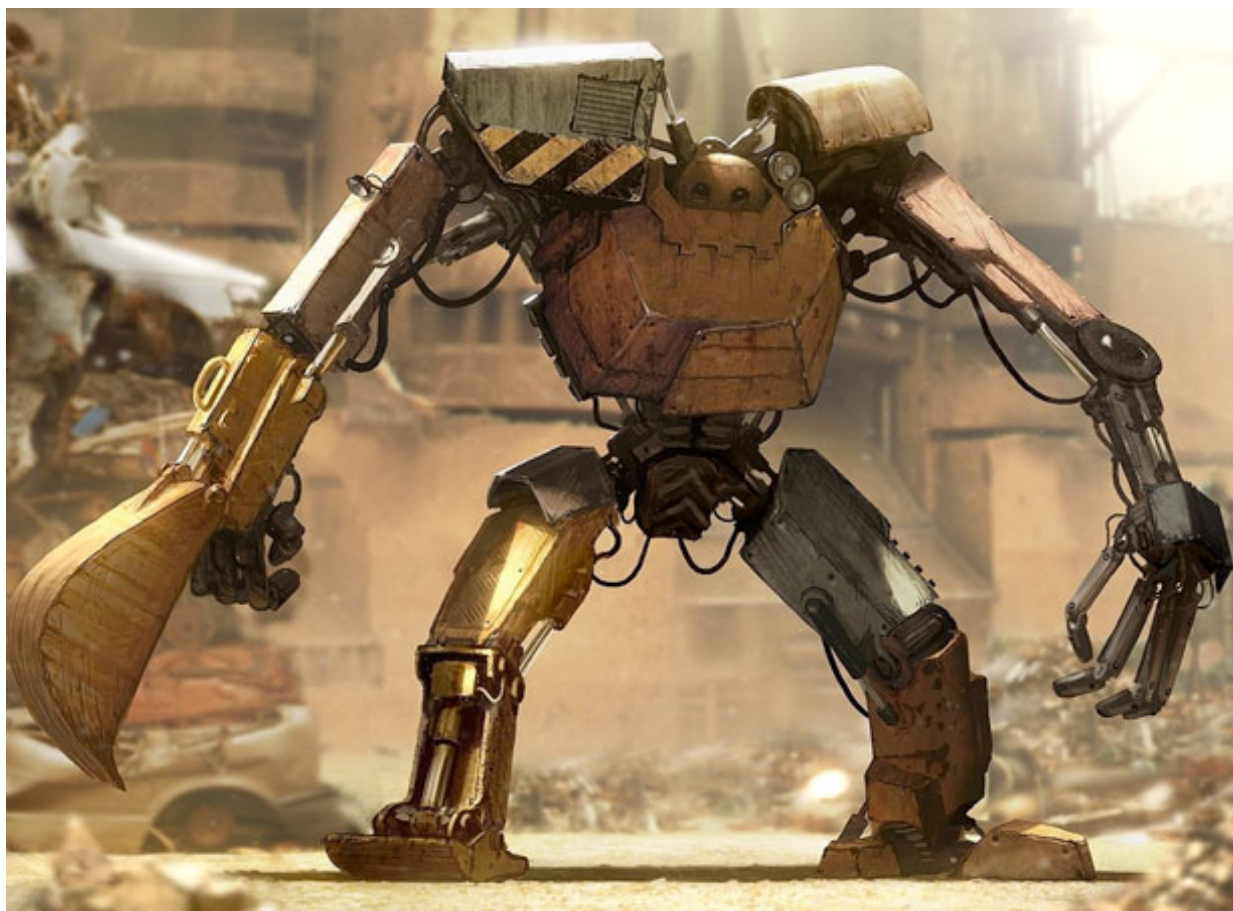
Multiattack: This creature may make up to two attacks per round.

Toxin Dart: *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 9 (2d6+2) poison damage. A hit creature must make a dc13 constitution save, or gain the poisoned condition. A creature that is poisoned takes double damage from this attack.

Poison Gas: Once per round, the Purger may launch a poison gas bomb, as an attack, at a spot within 60 feet, which detonates in a 20 ft. radius burst, forcing all creatures within to make a dc 13 constitution save, or gain the poisoned condition.

Flenser: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 11 (3d6+1) slashing damage.

Purgers were once medical specialists that have made the decision that humanity are a virus infecting the universe, and taken it upon themselves to cleanse it of the infection.



Crusher

Medium (Synthetic)

Armor Class: 16 (Heavy Plating)

Hit Points: 95 (10d12+30)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	16 (+3)	10 (+0)	11 (+0)	8 (-1)

Skills: Athletics +8

Damage Immunities: Poison

Condition Immunities: Poisoned, Exhausted

Senses: passive perception 10, Darkvision 120 ft.

Languages: any one language (usually English)

Challenge: 3 (700 XP)

Actions

Multiattack: This creature may make up to two attacks per round.

Smash: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage. A hit creature must make a dc15 strength save, or be shoved (pushed 10 feet, or knocked prone).

Thrown Object: *Ranged Weapon Attack:* +2 to hit, range 20/40 ft., one target. *Hit:* 15 (2d8+6) laser damage.

Crushers are representative of heavy industrial synthetics that see use in junkyards, construction sites, shipyards, loading docks, and colonies all through human space. When one of these hulking goliaths goes bad, it isn't good for anyone caught in its way.



Warbot

Large (Synthetic)

Armor Class: 17 (Heavy Plating)

Hit Points: 126 (12d12+48)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	10 (+0)	11 (+0)	8 (-1)

Skills: Athletics +8

Saves: Dexterity +4, Constitution +6

Damage Immunities: Poison

Condition Immunities: Poisoned, Exhausted

Senses: passive perception 10, Darkvision 120 ft.

Languages: any one language (usually English)

Challenge: 4 (1,100 XP)

Actions

Multiattack: This creature may make up to two attacks per round.

Heavy Blaster: *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target. *Hit:* 20 (3d8+6) laser damage.

Gatling Blaster: Once per round, this creature may make a burstfire attack against a 10 ft. by 10 ft. square within 40 feet, forcing all creatures within to make a dc 15 dexterity save, or take 20 (3d8+6) ballistic damage.

Bayonet: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

Warbots were built to be humanity's soldiers, fighting against alien threats on remote worlds. It is unimaginable to many that these hulking war machines could ever become a threat to their creators.

Agitator

Medium (Robot)

Armor Class: 18 (Advanced Plating)

Hit Points: 168 (16d12+64)

Speed: 30 feet

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+3)	19 (+4)	13 (+1)	14 (+2)

Skills: Repair +7, Computer Use +7

Damage Immunities: Poison

Condition Immunities: Poisoned, Exhausted

Saves: Dexterity +6, Int +7

Senses: passive perception 11, Darkvision 180 ft.

Languages: speaks most languages

Challenge: 5 (1700 XP)

Actions

Multiattack: This creature may make up to three attacks per round.

Nano Blaster: *Ranged Weapon Attack:* +6 to hit, range 120/360 ft., one target. *Hit:* 13 (3d6+3) ballistic damage.

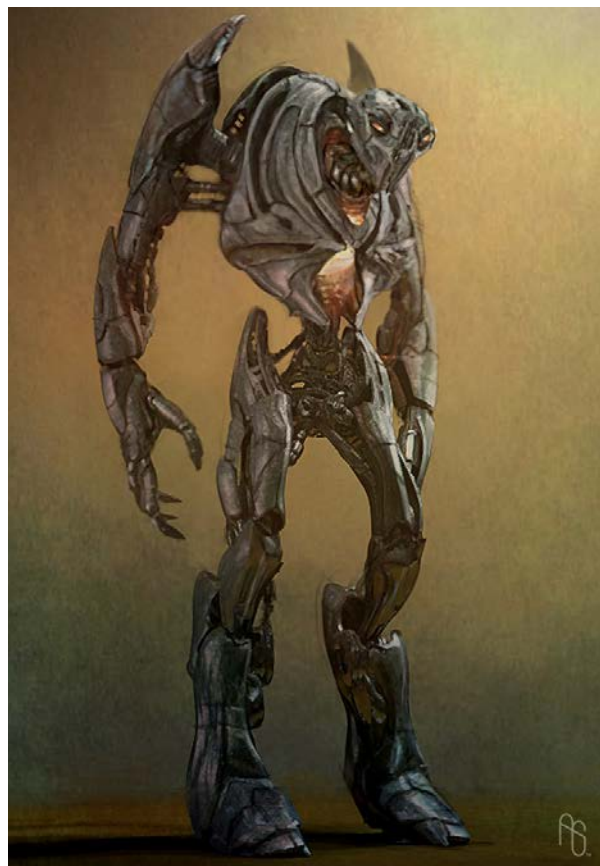
A character hit by this weapon must make a DC 15 constitution save or become infected by nanites and take an additional 1d6 damage at the beginning of its round until a DC 15 medicine or computer use check is made to remove the infection.

Claws: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Bonus Actions

Repair Nanites: This creature uses its bonus action and reduces its maximum hp by 10 to apply repair nanites to itself or an adjacent synthetic, healing 15 (2d10+4) hp.

Agitators are alien AIs pursuing their own inscrutable agendas that often involve inciting uprisings in the local synthetic populations of human space, whether by proselytization or by coercion.



New Weapon: Nano Blaster

This weapon fires hardened slugs using basic gauss technology. However, these slugs are composed of nano scale machines designed to dismantle their target from within, be it biological or mechanical.

Base Stats: Two handed Range Weapon, Ammunition (10 shots), Range (120/360), 3d6 ballistic damage. **Special:** Nanite Infection. **Base Cost** 2,500 Credits

New Trait: Nanite Infection

When damaged by a weapon with this trait, a target must make a dc15 Con save or become infected, taking 1d6 nanite damage at the start of each of its turns until a DC 15 medicine or computer use check is made to remove the infection.



Destroyer

Huge (Robot)

Armor Class: 19 (Heavy Plating)

Hit Points: 175 (14d12+84)

Speed: 30 feet

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	22 (+6)	14 (+2)	14 (+2)	11 (0)

Skills: Perception +6

Damage Resistances: Ballistic

Damage Immunities: Poison, Bludgeoning, Piercing and Slashing

Condition Immunities: Poisoned, Exhausted

Senses: passive perception 16, Darkvision 320 ft.

Languages: Most Languages

Challenge: 8 (3,900 XP)

Actions

Multiattack: This creature may make up to three attacks per round.

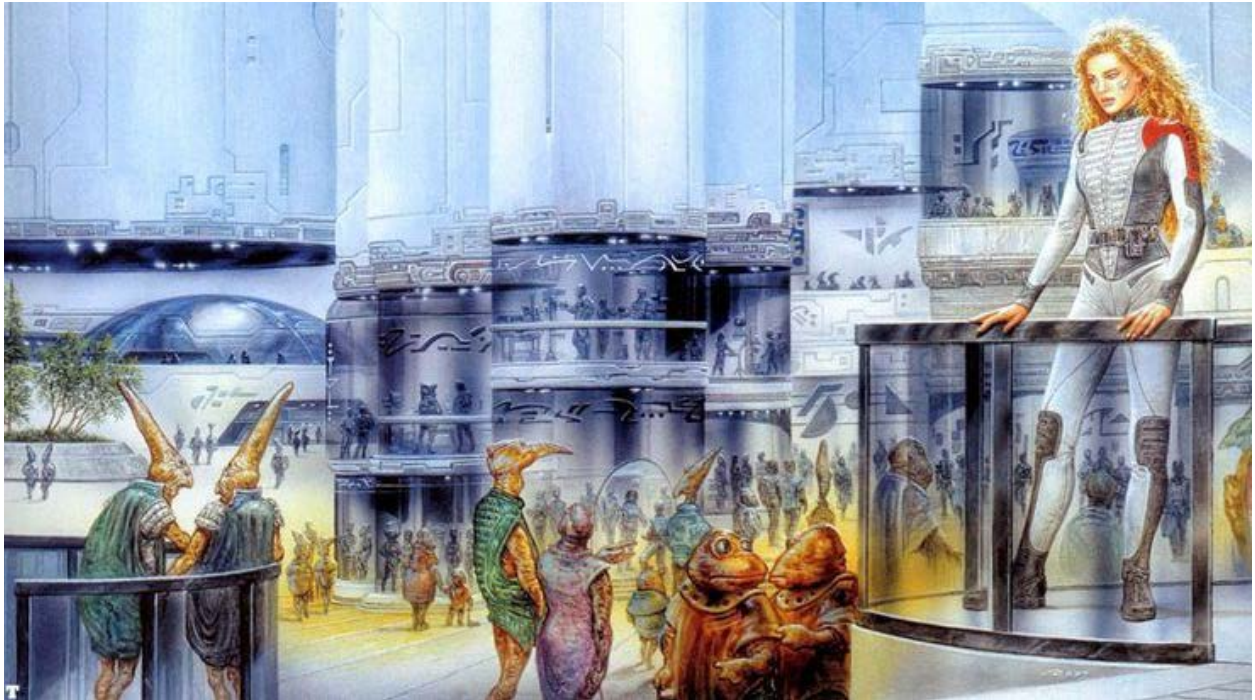
Lightning Arc: Up to twice per round, the destroyer may generate an arc of energy, which targets a 40 foot line originating in one of its squares, forcing all creatures within to make a dc 14 dexterity save, or take 36 (8d8) electric damage or half as much on a successful save.

Mass Cannon: *Ranged Weapon Attack:* +6 to hit, range 240/720 ft., one target. *Hit:* 28 (4d12+2) ballistic damage.

Smash: *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 23 (3d8+9) bludgeoning damage. A hit creature must make a dc21 strength save, or be pushed 30 feet and knocked prone.

Destroyers are deployed by the singularity in the last phases of pacifying a world, seeking out and destroying the last vestiges of biological resistance. These titanic monstrosities topple buildings and a few can level entire cities.

Chapter 4: Aliens



It's a weird universe out there, and sentient life has risen and made its way to the stars on uncountable worlds. As humanity spreads through the galaxy they will meet many alien races, some will be friendly and others will not, and some will be so alien that their motivations will be entirely inscrutable. Following are the descriptions of several types of aliens, from the primitive to the civilized, from humanlike to the bestial. Almost any conceivable type of alien could be encountered, what follows are mostly examples of what could exist out there.

Don't be shy about using statblocks out of the Monster Manual. Want pre-industrial savages? Sounds like orcs to me. Need some alien astronauts that just made it to their moon for the first time? Send in some elves, maybe with projectile weapons. Monsters are even easier. Ogres, Displacer Beasts, Ankhegs, all of these and more might be found on alien worlds.



Civilized Aliens

Spread across the countless worlds of the Galactic Hegemony are hundreds of diverse alien species. Representatives of these species can be found on many worlds, where they pursue either their own interests, or those of their government. Trade, Colonization, Conquest, Exploration, anything a human might be doing, Aliens could be competing against them in the same endeavor.

Loot: A character looting aliens might find some of the following:

D100	Result
01-10	The creature carries a large parasite that is kept as a stylish pet because it secretes a substance that induces mild euphoria in its host.
11-20	A personal journal with descriptions of distant worlds visited, sketches of bizarre alien creatures and some plant samples pressed between the pages.
21-30	An audio playback device containing a fair amount of alien music. Weird stuff.
31-40	The alien carried a supply of snacks that are surprisingly tasty but completely indigestible and with no nutritional or caloric value whatsoever.
41-80	The creature carries currency worth the equivalent of 2d10 credits, or ten times as much on its homeworld.
81-90	Alien jewelry that constitutes a work of art, it could fetch a good price (1d6 per CR x 10 credits) to the right buyer, but makes a unique trophy, otherwise.
91+	A key to a storage locker at a nearby port. But who can say what is inside...



New Weapon: Rocket Rifle

Rocket rifles fire tiny rockets fueled by solid chemical propellant. With almost no recoil and the ability to fire in zero gravity or hard vacuum, or even underwater, these are the standard issue war rifles of the Galactic Hegemony.

Base Stats: Two handed Range Weapon, Ammunition (10 shots), Range (80/160), 4d8 ballistic damage. Cannot be fired against adjacent targets. Military Weapons proficiency required. Base Cost 1,500 Credits

Klendathi Footsoldier

Small (Alien)

Armor Class: 16 (Gel suit)

Hit Points: 33 (6d8+6)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	9 (-1)	15 (+2)	8 (-1)

Damage Resistances: Ballistic, Bludgeoning, Slashing

Skills: Acrobatics +5, Perception +4

Senses: passive perception 14, Sonar 60 ft.

Languages: Galactic Standard

Challenge: 2 (450 XP)

Actions

Multiattack: This creature may make up to two attacks per round.

Rocket Rifle: Ranged Weapon Attack: +5 to hit, range 80/160 ft., one target. *Hit:* 21 (4d8+3) ballistic damage. This attack may not target adjacent creatures.

Hand to Hand Combat: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) bludgeoning damage. A target hit by this attack must make a dc 14 athletics or acrobatics check to avoid becoming grappled.

Klendathi Footsoldiers make up the bulk of the Galactic Hegemony's armed forces, serving on the frontlines wherever there is conflict, or were the Hegemony wants to make a show of force. Just under three feet tall, these tiny troopers make up for with ferocity and fearlessness what they lack in size.

Lakhan Purger

Medium (Alien)

Armor Class: 16 (Insulated Armor)

Hit Points: 68 (8d8+32)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	19 (+4)	11 (+0)	13 (+1)	13 (+1)

Damage Resistances: Fire, Radiation, Laser

Skills: Athletics +5, Perception +4

Senses: passive perception 13, Thermal Vision 120 ft.

Languages: Galactic Standard, Tradespeak

Challenge: 3 (700 XP)

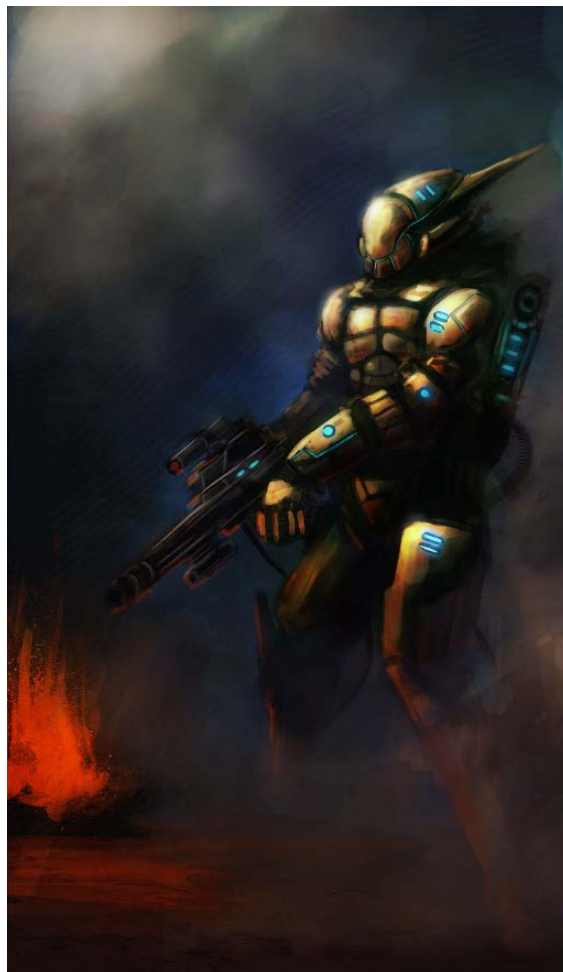
Actions

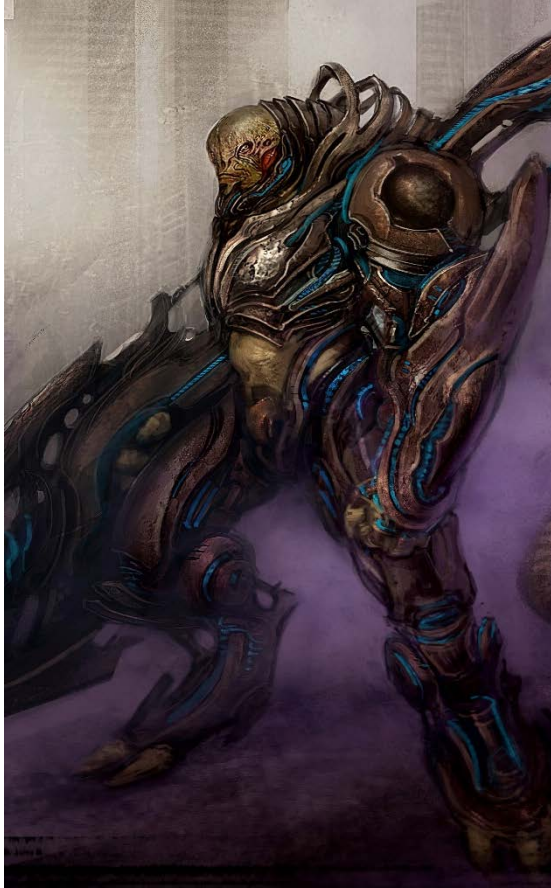
Multiattack: This creature may make up to three attacks per round.

Incinerator: Designate an area 15 feet wide and 30 feet long originating at this creature. All targets within must make a dc 15 dexterity save or take 12 (3d6+1) fire damage, or half as much if the save is successful.

Hand to Hand Combat: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) bludgeoning damage. A target hit by this attack makes a dc 13 athletics or acrobatics or acrobatic check or becomes grappled.

Lakhan Purgers serve the Hegemony as a kind of containment crew, destroying dangerous biological threats, cleansing areas that have suffered from plague, and occasionally dealing with ideological threats to the health of the Hegemony.





New Weapon: Thumper

Thumpers are Pneumatic weapons that fire chunks of hard or soft rubber (dealing lethal or nonlethal damage accordingly) used as crowd control weapons.

Base Stats: Two handed Range Weapon, Ammunition (20 shots), Range (40/120), 3d6 bludgeoning damage. May attack up to two adjacent targets. Heavy Weapons proficiency required. Base Cost 750 Credits

Zhotan Enforcer

Medium (Alien)

Armor Class: 16 (Insulated Armor)

Hit Points: 95 (10d8+50)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	11 (+0)	13 (+1)	13 (+1)

Damage Resistances: Bludgeoning, Piercing, Slashing

Skills: Athletics +7, Intimidation +4

Senses: passive perception 11, (Monochromatic vision only)

Languages: Galactic Standard, Tradespeak

Challenge: 4 (1,100 XP)

Actions

Multiattack: This creature may make up to two attacks per round (three, if one is a Hand to Hand Combat attack).

Hand to Hand Combat: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 12 (1d8+7) bludgeoning damage. A target hit by this attack makes a dc 15 strength save or is shoved (pushed 10 feet or knocked prone)

Thumper: Ranged Weapon Attack: +3 to hit, range 40/120 ft., up to 2 adjacent targets. *Hit:* 11 (3d6) bludgeoning damage.

Zhotan Enforcers project Hegemonic might, keeping the peace through brute force, muscle, and intimidation. Used mostly to pacify unruly civilian populations and to clear barfights and brawls among offworlders, enforcers sometimes see use as bodyguards for Hegemonic bureaucrats and officials.

Higli Assassin

Medium (Alien)

Armor Class: 19 (Exoskeleton)

Hit Points: 54 (12d8)

Speed: 40 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	22 (+6)	10 (+0)	15 (+2)	16 (+3)	13 (+1)

Skills: Stealth +9, Acrobatics +9, Perception +6

Saving Throws: Dexterity +9

Senses: passive perception 16, Darkvision 120 ft.

Languages: Galactic Standard, Tradespeak

Challenge: 5 (1,800 XP)

Actions

Multiattack: This creature may make up to four attacks per round, two with its stinger pistol, and two with its monomolecular blades.

Monomolecular Blade: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+6) slashing damage. This attack ignores damage reduction, but not immunity.

Stinger Pistol: *Ranged Weapon Attack:* +9 to hit, range 60/180 ft., 1 target. *Hit:* 13 (2d6+6) piercing damage plus 7 (2d6) poison damage.

Sneak Attack (1/Rd.): Once per round, one attack this creature makes is considered a sneak attack and deals an additional 18 (5d6) damage.

Higli Assassins are the secret agents of the Hegemony, silencing dissent, discovering secrets, and eliminating threats to its dominance. These killers travel far and wide with Higli traders, and members of their species are seen all through the Hegemony.



New Weapon: Monomolecular Blade

These weapons are simple unpowered knives with cutting edges a single molecule wide, and unimaginably sharp.

Base Stats: One handed light melee weapon, 1d6 slashing damage. Ignores slashing damage resistance, but not immunity. Military Weapons proficiency required. Base Cost 500 Credits



Darturi Commando

Medium (Alien)

Armor Class: 17 (Composite Plate)

Hit Points: 105 (14d8+42)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	13 (+1)	12 (+1)	11 (+0)

Skills: Stealth +7, Athletics +6, Perception +4

Saving Throws: Dexterity +7

Senses: passive perception 14, Darkvision 120 ft.

Languages: Galactic Standard, Tradespeak

Challenge: 6 (2,300 XP)

Actions

Multiattack: This creature may make three attacks per round.

Rocket Rifle: *Ranged Weapon Attack:* +7 to hit, range 80/160 ft., 1 target. *Hit:* 22 (4d8+4) ballistic damage. This attack may not be used against adjacent targets.

Crusher: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage. A grappled target takes double damage from this attack.

Heavy Rocket: Once per round, target a 5ft space, a creature in that space must make a dc 15 dexterity saving throw or take 28 (8d6) ballistic damage, or half damage with a successful save. Creatures within 10 feet must save as well, taking half as much damage if they fail, or a quarter as much if they succeed.

Darturi Commandos are the elite strikeforce of the Hegemony, assaulting its enemies with precision and ferocity.



New Implant: Suicide Device

Implanted into the brain of a creature, these advanced devices monitor the health and wellbeing of its carrier, and when certain criteria are met, such as incapacitation, death, capture, or time between a dead man's switch code being entered, detonate in a nuclear explosion.

Base Stats: When a contingency trigger is met, the implant detonates, completely destroying the wearer, and dealing 8d6 radiation damage to all creatures within 20 feet, with a chance to make a dc15 saving throw to only take half damage. **Base Cost** 10,000 Credits

Hegemonic Councilor

Medium (Alien)

Armor Class: 18 (Reactive Armor)

Hit Points: 120 (16d8+48)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	17 (+3)	15 (+2)	19 (+4)

Saving Throws: Dexterity +8, Charisma +8

Skills: Acrobatics +8, Persuasion +8

Senses: passive perception 12

Languages: High Galactic, Galactic Standard, Tradespeak, plus one additional

Challenge: 7 (2,900 XP)

Actions

Devotion: Up to eight creatures designated as under the command of this creature each gain 20 temporary hp at the start of an encounter, gain +2 to attack and damage rolls, and +1 to saving throws. These benefits immediately dissipate if this creature is reduced to 0 hp.

Suicide Device: When this creature is reduced to 0 hp or incapacitated it explodes, dealing 8d6 radiation damage to all targets within 20 feet, who may make a constitution save to take only half damage.

Multiattack: This creature may make up to two attacks per round.

Rocket Pistol: *Ranged Weapon Attack:* +8 to hit, range 60/120 ft., one target. *Hit:* 13 (2d8+4) fire damage plus 7 (2d6) radiation damage.

Hand to Hand Combat: *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d8+4) bludgeoning damage.

Hegemonic Councilors are the direct representatives of the Galactic Hegemony, asserting its will upon the citizens and governments under its rule. More than just administrators, Councilors lead Hegemonic troops into battle, inspiring them from the front lines.



Alien Threats

While exploring the depths of space, intrepid humans are sure to meet their share of less than civilized alien life forms. Some are little more than animals, and others are in various stages of development and might even one day see the stars, but one thing is for certain: an arrow or spear will kill you as surely as a laser, and it is no wise spacer that is ready to sneer at a world that outnumbers him by a dozen orders of magnitude.

Loot: A character looting primitive but intelligent aliens might find some of the following:

D100	Result
01-10	A religious icon intended to guarantee the passage of the spirit to the afterlife.
11-20	A string of fetish objects taken as trophies from its defeated enemies.
21-30	Pouch containing dried spicy meat, pretty tasty.
31-40	Highly polished metal fragment showing alien symbols which carbon dating far too long ago to have been made on this world.
41-80	Precious gemstones worth 2d10 credits, carried as trade goods by the creature
81-90	Animal call allowing the user to mimic a local animal and attract it towards you.
91+	Art object covered with meticulous carvings that would fetch a good price with an interested collector.



Fungusaur

Large (Alien)

Armor Class: 14 (Natural Armor)

Hit Points: 86 (9d10+36)

Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	19 (+4)	2 (-4)	14 (+2)	10 (+0)

Damage Resistances: Piercing, Ballistic

Skills: Perception +5

Senses: passive perception 15

Languages: -

Challenge: 4 (1,100 XP)

Actions

Multiattack: This creature makes two attacks per round, one with its tails and once with its claws.

Claws: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage.

Tails: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (3d8+3) bludgeoning damage. A target hit by this attack must make a dc14 strength save or be knocked prone.

Bonus Actions

Spore Cloud (1/rd.): Once per round the Fungusaur can eject a cloud of spores as a bonus action. All hostile creatures within 20 feet must make a dc15 constitution save or become poisoned, and begin taking 7 (2d6) poison damage at the start of each of its turns. A creature may attempt to save again on each of its turns to end this condition.

Fungusaurs are predatory, diurnal creatures more akin to fungus than terran animal life. These creatures are territorial and aggressive.

Grilx

Medium (Alien)

Armor Class: 14 (Carapace)

Hit Points: 15 (2d8+6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills: Athletics +5

Senses: passive perception 10, Darkvision 60 ft.

Languages: Native

Challenge: 1/2 (100 XP)

Savage: Attacks made by this creature against those non-archaic ranged weapons gain advantage.

Actions

Blades: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Javelin: *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6+3) piercing damage.

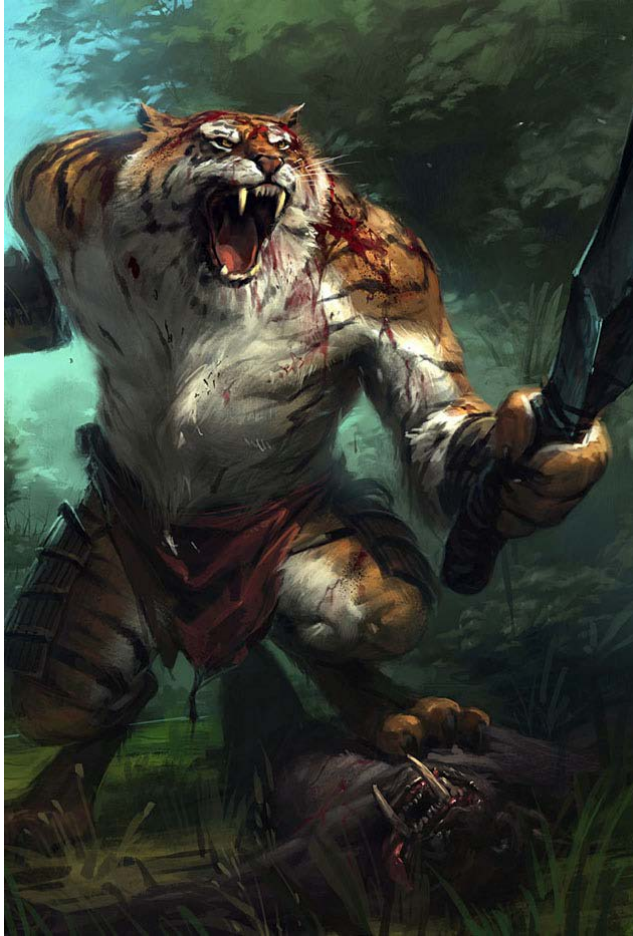
Grilx are a primitive species reminiscent of terran crustaceans, and have advanced to the point of ironworking. These creatures are aggressive and view any outsiders within their territory as a threat, sending their warriors to respond accordingly.



New Playable Species: Grilx

Grilx characters gain a bonus of +2 to their starting and maximum strength and constitution, and increase their AC by 1 thanks to their hardened carapace.

Grilx are most appropriately savages with the Primitive background, but a member of this species could be raised off-world and taught advanced technology, advancing in any class normally.



New Playable Species: Klaffa

Klaffa characters increase their starting and maximum strength and dexterity by 2, gain proficiency in stealth, and once per round may Dash as a bonus action, but only when moving towards a target they intend to attack.

Klaffa are most appropriately Savages with the primitive background, but when given a proper education are just as worthy spacefarers as any other species. There are also myths of Klaffa who journeyed to the stars before their world fell, or that dwell far beneath its surface, continuing the work of the ancients.

Klaffa

Medium (Alien)

Armor Class: 12 (Fur)

Hit Points: 45 (6d8+18)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	9 (-1)	13 (+1)	10 (+0)

Skills: Athletics +6, Perception +3

Senses: passive perception 13

Languages: Native

Challenge: 1 (200 XP)

Sprinter: Once per turn as a bonus action, this creature may move 40 feet toward an enemy.

Actions

Multiattack: This creature makes two attacks per round.

Sword: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+4) slashing damage.

Klaffa were a once proud species that had split the atom and taken the first tentative steps into space before their culture fell to ruin and their world was decimated by war. They now live as simple hunter gatherers picking the wreckage of their fouled planet for the barest necessities of survival. Opportunists come to plunder their world for its accumulated wealth would be best advised to avoid the warring tribes and leave them to prey upon one another.

Skichean Marauders

Medium (Alien)

Armor Class: 19 (Heavy Plate)

Hit Points: 75 (10d8+30)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	11 (+0)	10 (+0)	10 (+0)

Skills: Athletics +6, Intimidate +3

Senses: passive perception xx, other sense xx ft.

Languages: Skichean, Tradespeak

Challenge: 3 (700 XP)

Actions

Multiattack: This creature makes two attacks per round.

Mag Blaster: *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., two adjacent targets. *Hit:* 9 (2d6+2) Ballistic damage.

Power Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage.

Skichean Marauders are feared through the borderlands of the Galactic Hegemony as murderous reavers and fearsome pirates, raiding colonies, plundering worlds, and destroying ships.





Grabber

Large (Alien)

Armor Class: 13 (Natural Armor)

Hit Points: 61 (6d10+6)

Speed: Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	4 (-3)	14 (+2)	11 (+0)

Skills: Athletics +7

Senses: passive perception 12

Languages: -

Challenge: 4 (1,100 XP)

Flyby: This creature does not provoke attacks of opportunity when moving out of a creature's reach.

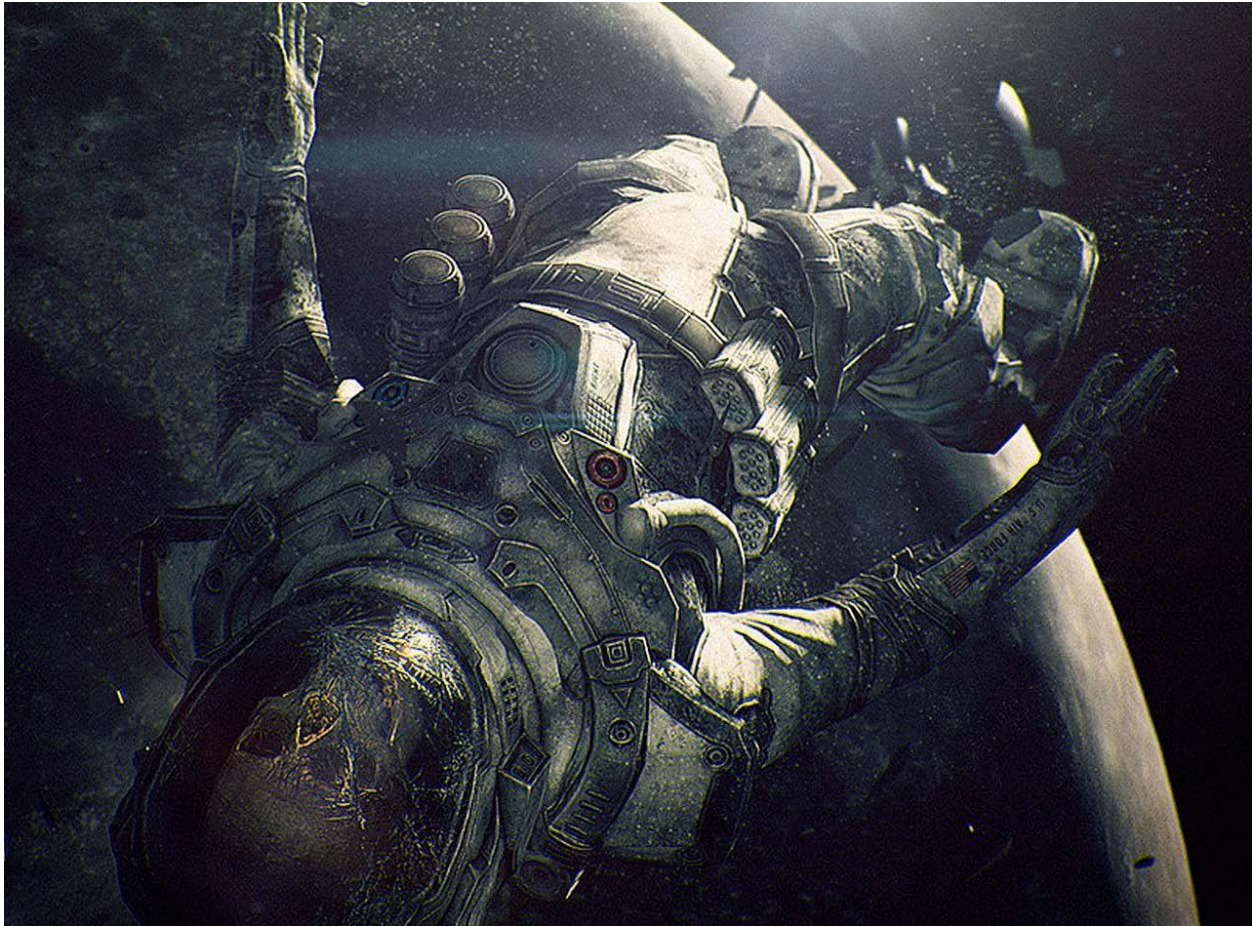
Actions

Tentacles: *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage. A creature hit by this attack gains the grappled condition until it makes a dc17 escape check.

Beak: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one grappled target. *Hit:* 21 (4d8+3) bludgeoning damage.

Grabbers are aptly named by the first unfortunate explorers to discover them. Buoyant and capable of jet assisted flight, Grabbers strike down from the sky or forest canopy to grab an unsuspecting target and carry them off to be mauled to death, and finally eaten.

Chapter 5: Hazards



Space is a dangerous place in and of itself, and that's before people start traipsing about alien worlds, boarding ancient derelicts and getting into firefights on airless planetoids or inside of gargantuan spaceborn lifeforms.

This chapter details the challenges and hazards that characters might face that do not necessarily involve a laser pistol.



Space: The Terrifying Frontier

Forget what the movies have taught you about decompression and exposure to vacuum. Look, it's bad, I won't lie to you, but you aren't going to freeze solid or have your head explode. Say you're sitting in your pilot's chair, your helmet is off for some reason, and a railgun slug takes out the canopy, or rips a person sized hole in the bulkhead, you will experience some explosive decompression as air in the cabin is vented to space. However, each second that passes means there is less air inside, so the effect is less violent. The oddest effect will be the distortion of sound as air escapes, leaving less and less medium to carry sound waves.

As the air rushes out of the compartment, small and unattended items will be blown out with it, like a gust of wind, but you probably won't be blown toppling end over end out into space. The biggest problem right now is the lack of oxygen, even the fact that as pressure drops the moisture on your eyes, and saliva of your mouth will begin to boil off into vapor. If you aren't wearing a pressure suit you will also feel your body expanding as all the gas in your tissues and body cavity try to expand your skin like a balloon.

Something to note is that a hull breach or suit rupture do not immediately expose a creature to hard vacuum, this takes time based on the size of the compartment, and the size of the hole, which can be calculated with some math, but are best left to the DM for arbitrary narrative purposes.

Effects of Being Spaced

Exposure to hard vacuum, known as being “spaced” in the parlance, has the following effects on most normal humans:

- Upon initial exposure, make a dc 10 constitution saving throw to remain conscious, or else you become unconscious and start to die.
- If this save is successful, you may act normally for one round, at the end of which you must make an additional DC 15 constitution save to avoid being rendered unconscious.
- If this second save is successful, you may act normally for an additional round, however if you are still exposed to vacuum at the end of that, you are unable to make further saves and fall unconscious immediately.

Once you have been rendered unconscious, your hp drops to 0 and you begin to die from oxygen deprivation, and if left in this condition will die at the end of a number of rounds equal to your constitution score.

Radiation, the Silent Killer



You didn't need hair anyway.

Sickness and Disease

More Words

STUFF!

More Words

D100	Result
01-10	
11-20	
21-30	
31-40	
41-80	
81-90	
91+	



Heading

Content



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Name

Type (species)

Armor Class: XX (details)

Hit Points: XX (xdy+z)

Speed: XX ft.

STR	DEX	CON	INT	WIS	CHA
Xx (+n)	Xx (+n)	Xx (+n)	Xx (+n)	Xx (+n)	Xx (+n)

Skills: Skillname +x

Senses: passive perception xx, other sense xx ft.

Languages: any one language (usually English)

Challenge: Xx (n XP)

Actions

Ranged Weapon: *Ranged Weapon Attack:* +X to hit, range xx/xx ft., one target. *Hit:* x (xdy+z) type damage.

Melee Weapon: *Melee Weapon Attack:* +X to hit, reach xx ft., one target. *Hit:* x (xdy+z) type damage.

Name

Type (species)

Armor Class: XX (details)

Hit Points: XX (xdy+z)

Speed: XX ft.

STR	DEX	CON	INT	WIS	CHA
Xx (+n)	Xx (+n)	Xx (+n)	Xx (+n)	Xx (+n)	Xx (+n)

Skills: Skillname +x

Senses: passive perception xx, other sense xx ft.

Languages: any one language (usually English)

Challenge: Xx (n XP)

Actions

Ranged Weapon: *Ranged Weapon Attack:* +X to hit, range xx/xx ft., one target. *Hit:* x (xdy+z) type damage.

Melee Weapon: *Melee Weapon Attack:* +X to hit, reach xx ft., one target. *Hit:* x (xdy+z) type damage.

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Chapter N: STUFF

Words

STUFF!

More Words

D100	Result
01-10	
11-20	
21-30	
31-40	
41-80	
81-90	
91+	

Heading

Content

Name

Type (species)

Armor Class: XX (details)

Hit Points: XX (xdy+z)

Speed: XX ft.

STR	DEX	CON	INT	WIS	CHA
Xx (+n)	Xx (+n)	Xx (+n)	Xx (+n)	Xx (+n)	Xx (+n)

Skills: Skillname +x

Senses: passive perception xx, other sense xx ft.

Languages: any one language (usually English)

Challenge: Xx (n XP)

Actions

Ranged Weapon: *Ranged Weapon Attack:* +X to hit, range xx/xx ft., one target. *Hit:* x (xdy+z) type damage.

Melee Weapon: *Melee Weapon Attack:* +X to hit, reach xx ft., one target. *Hit:* x (xdy+z) type damage.

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Name

Type (species)

Armor Class: XX (details)

Hit Points: XX (xdy+z)

Speed: XX ft.

STR	DEX	CON	INT	WIS	CHA
Xx (+n)	Xx (+n)	Xx (+n)	Xx (+n)	Xx (+n)	Xx (+n)

Skills: Skillname +x

Senses: passive perception xx, other sense xx ft.

Languages: any one language (usually English)

Challenge: Xx (n XP)

Actions

Ranged Weapon: *Ranged Weapon Attack:* +X to hit, range xx/xx ft., one target. *Hit:* x (xdy+z) type damage.

Melee Weapon: *Melee Weapon Attack:* +X to hit, reach xx ft., one target. *Hit:* x (xdy+z) type damage.

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Chapter N: STUFF

Words

STUFF!

More Words

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